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No3

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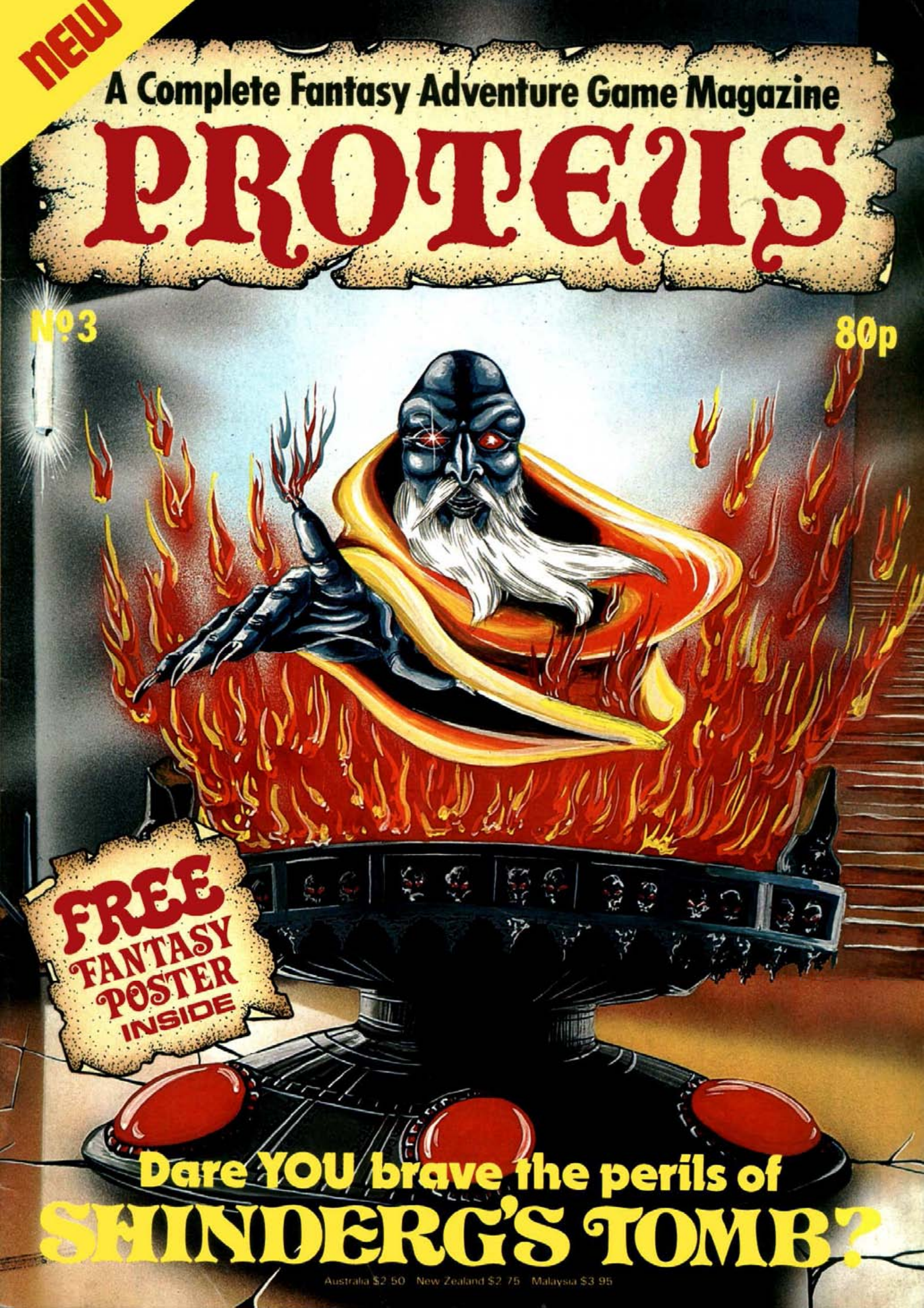

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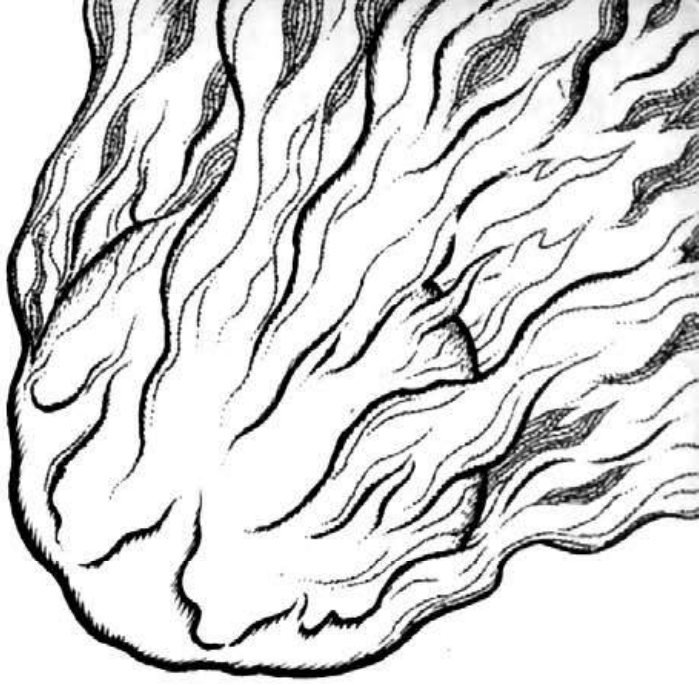

Dice and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these items in your *quest sheet* as well as keeping an account of the powers you have left. As you use up powers, remember to cross them off your *quest sheet*.

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!

SHINDERG'S TOMB

by Richard Barron

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Introduction

FOUR DECADES have passed since the terrible war of the three Geostates, in which seven hundred towns and cities had been razed to the ground and thirty million people perished.

In the post-war period, there was no longer any bitterness or resentment, but a steady attempt to build for peace – amid uncertain security. For, with the emergence of the ruler Zartog as the undisputed leader of the Eastern sector, his attempts to extend his empire are once again posing new and evil threats to inter-sector peace throughout the New World.

His fierce army of highly-disciplined Bewo warriors and mutant anti-world creatures are universally feared. The fragile balance of power is maintained only through the possession of the Key of Peace, a Key of great magical power, now held by the Great Western Warrior of the *Inter-Sector Brotherhood* . . .

. . . The year is 2058 A.D., and the Great Western Warrior has been long forgotten. With continuing hostilities within and between all the sectors of the New World, there is little hope of avoiding the Armageddon predicted by the ancients.

But before he died, realising that his death was not far off, the Great Western Warrior divided his magic Key into four parts. He travelled to each sector of the New World – North, South, East and West, entrusting one part of the Key of Peace to a loyal subject in each sector.

He instructed them that it should be given up *only* to a member of the Inter-Sector Brotherhood, who would be recognised by the unique steel badge – a representation of an olive branch over a sword – worn by a member on the left shoulder.

Now that the survival of the Geo-Human race is once again threatened by Zartog and his army, the Key must be made whole again, and restored to its rightful place in the tomb of the Great Fathers. Then, the warrior who can achieve this feat will be granted superhuman powers which will ensure continuing peace throughout the Geostates.

As the sole survivor of the Inter-Sector Brotherhood, you may lay claim to the warrior's crown, and the steel shoulder-badge, which will endow you with powers beyond the imagination of the people of the New World. With these powers, you – and only you – can succeed in once again restoring peace and tranquility to the New World.

If you decide to take up this challenge, you will have to travel to the outer limits of each of the four Geo-States, meeting on your way strange and grotesque figures of the anti-world who, like you, possess magical powers. Your task will not be an easy one, but a solitary pilgrimage, a mission of mercy with no help on the way and no thanks at the end.

But if you believe that the lives of five million Geo-Human beings are worth the effort there is no alternative – you must try.

Before starting out on this adventure, you will need two dice and a few sheets of paper. There is a Quest Sheet printed overleaf, with headings for you to write down items you have discovered, secrets learnt, and to keep a record of your High- and Low-Order Powers. You may find it easier to copy these headings down onto a separate piece of paper.

The other pieces of paper will be necessary for you to make a map of your progress during the hunt for the Key of Peace. As you may not succeed at the first attempt, you should keep all your maps, as they may be useful if you are strong and brave enough to try again.

The dice will determine the *Initial Values* of your Geo-Secular powers. During your Quest, your powers may be enhanced through experience or circumstance, or, as you become battle-weary, be diminished. You are allowed three Powers of the highest order – Flight, Invisibility, and Strength – but you must be frugal in their use. Because of the great difficulty of your task, the Gods of the Inter-Sector Brotherhood have also allowed you four Low-Order Geo-Secular Powers. Once again, you must use them sparingly.

Progressing through your journey

At the end of each section, you will usually have a number of options open to you. You may only choose an option if you have the powers necessary. For example, if at the end of a section, you read –

Will you now:

Use your power of Flight?	Turn to	**120**
Use the Power of Enchantment?	Turn to	**190**
Decide to stand and fight?	Turn to	**31**

then if you want to turn to **120**, you must have some points on your Flight score; otherwise, you must take another option. If you have none of the necessary powers your Quest is over.

Rules for fighting

As you progress in your journey, you will have to fight the powers of evil, other warriors, or monsters determined to prevent you from gaining the Key of Peace. Each creature or monster will have its own Strength score, given in the text; you should make a note of this when you meet the creature.

To resolve a battle:

1. Roll two dice and record this result, which will be your *Fighting Power* for the first round of battle.

2. Roll two dice again – this is your opponent's *Fighting Power* for the first round of battle.

3. If your *Fighting Power is* greater than your opponent's, you have struck a successful blow, and you deduct 2 points from your opponent's Strength score. However, if its *Fighting Power is* greater, it has wounded you, and you deduct 2 points from your own current Strength score. If both scores are the same, you have parried each other's blows, and are both uninjured.

4. Repeat 1, 2, and 3 above for consequent rounds of battle until one of your Strength scores is zero. The other is the victor. If your Strength score reaches zero, your Quest is over – a zero Strength score means death.

5. Because of your great powers, if you roll a double six, you have won the battle outright. If your opponent scores a double six, you have been very badly injured by it – lose 5 Strength points.

Losing and gaining points

Every time you use any of your special powers, roll two dice and deduct the result from your current score. You roll the dice *after* you have used the chosen Power – so that if, for example, you have only 3 Invisibility points left to you, and you roll 10 with the dice, your Invisibility score is then simply reduced to zero, and you can no longer use this power.

You may still continue your journey using other powers, but if your Strength score is reduced to zero, your Quest is over.

Geo-Secular Powers

Roll the dice three times and add ten to each score. These three results will be your initial power values for Flight, Invisibility, and Strength, respectively.

You may now choose *only four* Low-Order Powers from the List of the Gods: the starting value for each of these is fifteen. The starting values for your Geo-Secular Powers, as well as the four Low-Order Powers, should be recorded on your Quest Sheet.

Note that, as with Low-Order Powers, when you use your Geo-Secular Powers you must roll two dice and subtract the dice score from the value you have at that time for the Geo-Secular Power used. When any Power score is reduced to zero, you may no longer use it.

Now decide which *four* Low-Order Powers to choose; record your choices on the Quest Sheet.

Low-Order Powers

The gift of Zephone:
This gift will enable you to perform feats of magic which may help you through your perilous journey.

Breath of the dragon of pyroxen:
With this breath you can control a powerful jet of fire, hotter than the sun itself.

Gift of prophecy, inherited from the Great Gods of the all-knowing:
Foretell the future – but beware: even knowledge of the future can be misleading.

The Power of Enchantment:
This can be used on any creature to put it immediately under your power.

Eyes of the Great Predator:
Distance is no object with this intense vision – you are able to see through any obstacle, made of any substance – except Grigon.

The gift of knowledge:
A gift which *could* prove to be the most powerful of the Low-Order Powers.

Breathing-power of the Neptunian Gods:
Survive without air, under water or in the midst of asphyxiating gases.

Speed of the light-travellers from the planet Jay:
Travel at the speed of light to outrun any of the known killers in the New World.

Self-healing power from the school of the Old Zenbians:
This is the art first taught in the school of the Old Zenbians – enabling you to restore yourself to good health and fitness.

Your Quest Begins...

THE TIME has come for you to accept the challenge, and bear the responsibility of the Warrior. You are in the old halls of the ancient masters, at the centre of the Western Sector.

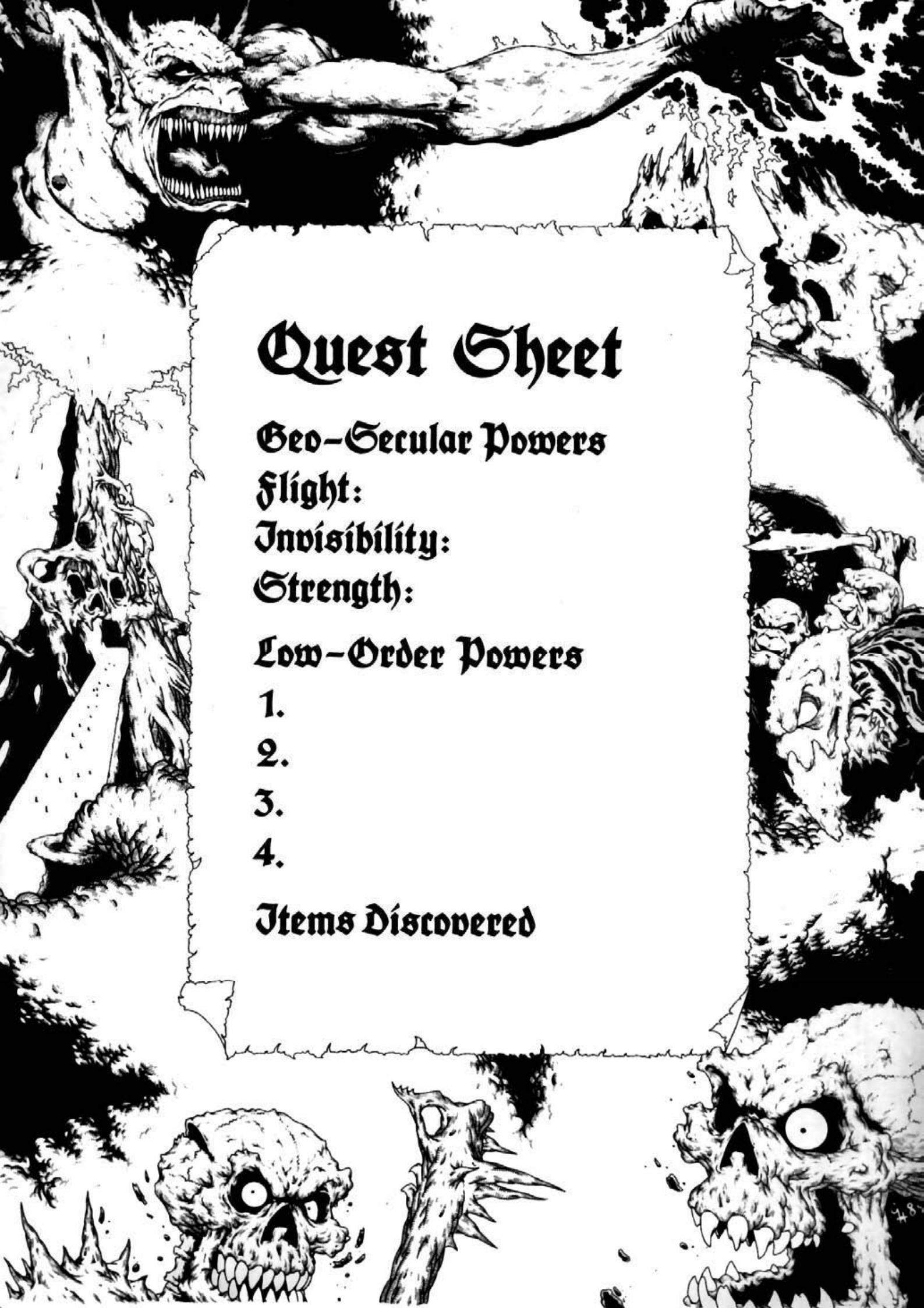
Where there was once an air of prosperity and grandeur there are now only the remains of destruction and desecration, and a powerful, lingering smell of death. Your heart is pounding, and, despite inner feelings of sadness and fear, you are filled with a tingling excitement.

The main hall is cold and forbidding, the silence causing each breath and every step to echo and reverberate. As you approach the altar of the Gods of the Inter-Sector Brotherhood, you reverently take the badge of the Brotherhood from its tabernacle, and, with great pride, pin it to your left shoulder. You are at once overcome by an overwhelming feeling of warmth and goodness. You know now that you are the Warrior of Peace, blessed with all the traditional attributes, and confident in the task ahead of you – an explosive, blinding, flash of light throws you to the floor – you see that the altar itself is engulfed in a mass of flames.

A great voice thunders, breaking the silence:

"Behold – I am Shinderg, Supreme God of the New World."

And, for the first time, a mere Geo-Human is privileged to see a Supreme God. His clothes of pure



Quest Sheet

Geo-Secular Powers

Flight:

Invisibility:

Strength:

Low-Order Powers

1.

2.

3.

4.

Items Discovered

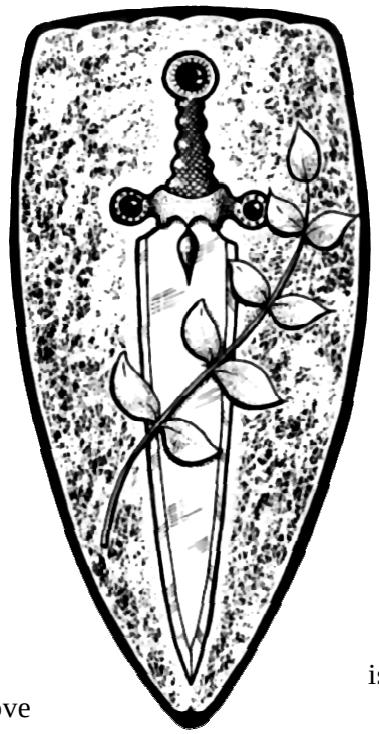
Grigon (low about him, reflecting the laser beams mirrored by a small window behind him. Crystalline eyes sparkle in his frosty face, a face warmed only by his long beard Transfixed, you can only stare at this awesome creature, hardly daring to breathe.

You wait. After a pause, a mere lifetime, he once again roars:

"You are the Great Warrior, by direct descent, and like your fathers and fore-fathers, you will fight for peace, freedom, justice and humanity.

"In your Quest for the four quarters of the Key of Peace, all your special attributes of Strength, Agility, Bravery and Discretion will be tested to the limit. It is quite possible that you will fail in your mission, but should you succeed, the Gods will be for ever in your debt. I can give you only this message to help you:

"Beware of the gales which blow from the East,
For these are the winds which love you least;
But where is the place for your journey to start?
The answer is near, if you search your heart.
After gaining without battle, the first of the Key,
You must press onwards, down to the sea.
But before you sail, beat the evil Gorf,
And hunt for the second – though not to the North.
For the third part, only one place is best,
But you must beware: though it *could* be West.
The last is the piece to open your heart.
You must go to a place a pole apart.
Remember that, on your way you may die
And only I am the one who *will not lie."*



As he speaks his last words, the fire wanes, restoring the coldness to the great halls, impressing the reality of your position on your heart and soul. Shinderg has vanished, and you are alone.

Equipped with your sword, special powers, the badge of the Inter-Sector Brotherhood and an old map, you turn to leave . . .

Now read on....

1

There are four ways out of the great halls, four doors marked North, South, East, and West. Will you:

Open the North door?	Turn to	**27**
Open the East door?	Turn to	**47**
Open the South door?	Turn to	**33**
Open the West door?	Turn to	**65**
Use your gift of knowledge?	Turn to	**70**

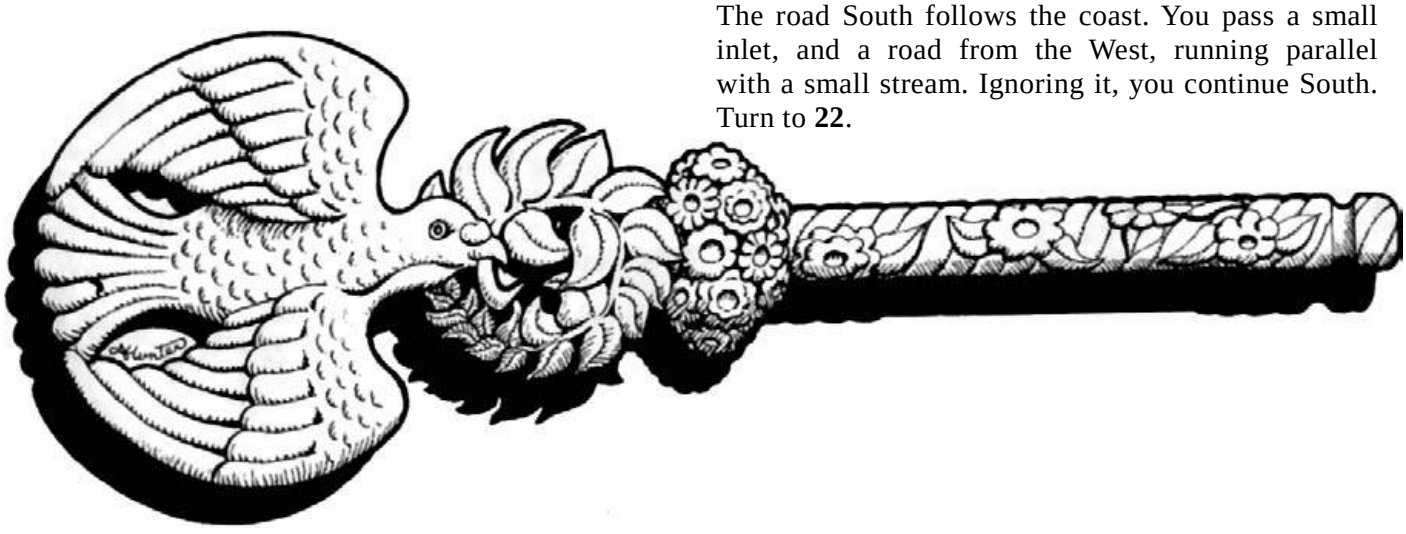
2

There is a pause, and then GABORDEX informs you that you have answered correctly. Reaching into a gold casket, GABORDEX pulls out the third quarter and reluctantly hands it over.

You are about to leave when you think that you might get some help from one of the guards, and so you decide to rest for a while at the palace. Turn to **81**.

3

The road South follows the coast. You pass a small inlet, and a road from the West, running parallel with a small stream. Ignoring it, you continue South. Turn to **22**.



4

The MONOCULUS lies quietly at your feet, and you begin to feel very weary – but you press on.

You continue East, penetrating further into the depths of the Eastern sector, avoiding any further trouble until you are confronted by a small band of BEWO WARRIORS. The tallest of the pack, a fine looking member of the Garymalts clan, speaks:

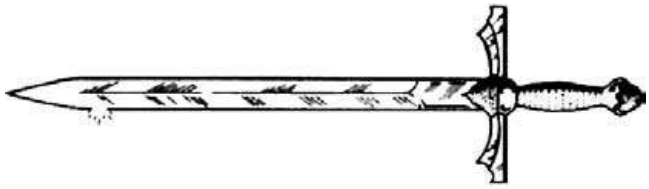
"I am the holder of the second quarter of the Key. Turn back or prepare to end your miserable existence on the Eastern land. I too possess great powers of magic once bestowed upon me by the very gods which claim to be your protectors".

With this, the rest of the pack back away, leaving only you and him, both uneasy – although airing an outward look of confidence. You stand your ground. The BEWO WARRIOR has a Strength score of 12, and no magic or other such powers will help you. You must fight.

If you win the fight, turn to **35**.

5

The BRIMGETH advances steadily, driving you back as you parry the fierce battleaxe-blows with your shield. You get in a good blow with your own sword, but you are not strong enough to defeat such an opponent. You fight bravely, but in your weakened state you will die in combat – your Quest over.



6

The ship's captain tells you that he is travelling to the Eastern sector and will take a route West, then due South then due East following the south coast of the Western sector, then across the great ocean to make landfall on the Western coast of the Eastern sector. Turn to **58**.

7

As the last syllable leaves your lips, the vessel starts to move away from its moorings; powered by an invisible force, it is guided out of the harbour. You are rather wary and somewhat awed by this, but there is little you can do as the ship turns North and heads out to the open sea.

Settling down into the wheelhouse to consult the charts, you fall asleep, oblivious to the world, as the unmanned craft transports you across the gently rolling waves, heading East before turning South. Turn to **83**.

8

Frustrated and tired, you press on along the Western pathway which turns South and then after turning East brings you to another junction. Once again flipping a coin you make a decision: if it lands Heads up, you will continue East – turn to **60**. If it lands Tails up, you will go South – turn to **42**. Now toss a coin to decide your fate.

9

A powerful cut from your sword knocks the BRIMGETH's axe to the floor, a second mighty blow sends him reeling backwards.

Gasping for breath, the sweat running into your eyes, you close in for the kill. The BRIMGETH backs away, fading into the shadows of the great halls.

Exhausted and perplexed, you hunt for the awesome warrior – and as you do so, you feel a reassuring presence at your side: turn to **117**.

10

The two antiworld creatures dead, the horrific images diminish, leaving just two corpses at your feet. However, your passage is still barred by the wall of ice – and you try to find a way through.

Luckily, you notice a slight flaw in the crystal structure and so begin to hack away with your sword. Cold and bleeding, you squeeze through a narrow gap, revealing a pathway to the Eastern shores of the Eastern sector. You make your way forward. Turn to **130**.

11

Passing North out of the great cavern, you enter a long tunnel, cold and damp but well lit. Wearily you carry on until you come to a sharp turn taking you Eastwards. Turn to **38**.

12

The Southbound road is very short and you quickly come to its end. There are two roads, one going East, the other leading to the West. You are almost exhausted but, knowing that the world is in grave danger, you make a quick decision. Will you go:

East?	Turn to	**80**
West?	Turn to	**19**

13

The passage heads West before coming to another junction. Reminding yourself not to lose heart, and that you must find the last quarter of the Key of Peace, you take a chance, taking the passage:

North?	Turn to	**75**
South?	Turn to	**123**
Continuing West?	Turn to	**99**
Back East?	Turn to	**14**

14

The passage East brings you to a three-way junction, one route straight on, the other South. Will you:

Go South?	Turn to	**94**
Go straight on?	Turn to	**48**

15

You arrive back at the Western harbour exhausted, just in time to board a ship about to sail.

Not knowing its destination you climb aboard, knowing it must be sailing to another sector. The ship ready, it sets sail out of the harbour so you seek the Captain for information. Turn to **6**.

16

Staring at his single lens, you call upon the Power of Enchantment. The creature is immediately subdued, and purrs like a hungry cat brushing up against its keeper.

"Tell me where to find the second quarter of the Key of Peace", you say, in a firm but friendly voice. The MONOCULUS points East in the direction of the territory of the BEWO WARRIORS. More than a little apprehensive about this advice, you give the subdued creature an absent-minded pat on the head, and begin travelling East. Turn to **4**.

17

The BRIMGETH's axe whistles through the air, and there is an echoing clang in the great halls as you fend off the blow with your shield.

The BRIMGETH parries your own sword-thrusts, moving with great ease, and you close again in battle, fighting for your life. Roll *one* dice: if the score is greater than your current Strength score, turn to **5**. If the score is the same as, or less than, your current Strength score, turn to **9**.

18

The southbound passage brings you to a three-way junction. Will you go:

South?	Turn to	**82**
West?	Turn to	**84**
Back North?	Turn to	**85**

19

The road West continues for a while before turning South. For a long time there is no turning until you come to a sharp East-bound turning. Turn to **67**.

20

As you reach the outskirts of the city, the night draws near and the sky darkens. The day has been long and eventful, and, feeling weary, you fall asleep amidst the city ruins, overlooking the Western harbour.

You awaken the next morning to the sound of seabirds shrieking and screaming, fighting over the sparse pickings of contaminated fish floating on the water's surface. Today you must hunt for the second quarter of the key.

Refreshed, you walk down to the Western port hoping to find transport to another land. As you approach the harbour gate, a huge man steps in front of you, blocking your path. He looms above you, a twisted smile broadening his cavernous mouth, bearing sharp spears for teeth.

His red eyes – almost lost amongst the vast forest of facial hair – glare down at you. You realise that

this is the evil GORF and you must fight him to gain access to the ships bound for the other sectors. Thinking quickly, will you:

Draw your sword and prepare to fight?	Turn to	**90**
Use your Power of Invisibility?	Turn to	**57**

21

Eastward bound you continue on your journey. It is a long time since you ate or slept and your body is weak (deduct one Strength point). At the end of the Eastern passageway there is another passage to the North and one to the South, but no way further East. Will you go:

North?	Turn to	**85**
South?	Turn to	**82**

22

Heading South, following the coastline, you eventually arrive at a deserted harbour. There is a small building at the harbour entrance, so you go inside, knowing at least that it will offer shelter.

Inside, there is not much to see except for an old stone slab with the shape of a cross, obviously chiselled out by an ancient craftsman – but for what reason?

If you have a small silver cross, you may turn to **78**.

Otherwise you must search for a ship – turn to **105**.

23

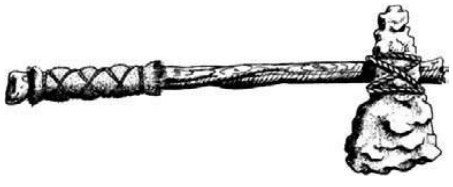
There in front of you, you see a mouse trapped under a fallen branch. As well as Strength and Courage, like all great warriors you possess qualities of humanity and pity. As you remove the fallen branch the mouse scuttles away frightened, but before disappearing into the undergrowth it turns to you and says:

"For the third quarter you must continue West". Turn to **37**.

24

The passage East is well lit by flickering lanterns hung from the rocky walls. Thinking this is an indication of life which may be friendly, or possibly hostile, you proceed cautiously.

Then with no warning, part of the wall begins to move. You realise it is not the wall but a strange creature constructed of solid rock. Turn to **174**.



25

The road continues West before coming to a junction where there is a road to the North. Will you:

Continue West? Turn to **19**
Go North? Turn to **185**

26

Disappointed, you turn back South. This part of the underground maze is familiar so you travel fast. The tunnel turns West and brings you back to the deep crevice. Without hesitation, you leap over the obstruction, but you have misjudged the distance – you land badly, cutting your leg and arms on the sharp rock. Slowly, and with great effort, you grit your teeth and drag yourself upwards, and finally make it to the other side. Lose three Strength points. You continue West until you arrive at the cross junction, and then go:

North? Turn to **79**
South? Turn to **72**
West? Turn to **68**

27

As you emerge from the great halls, there is a long narrow passage before you, dimly lit by torches casting eerie shadows upon the crumbling walls. You move warily forward following the passage North. After a few yards of travel, the passage turns abruptly, following a South-Easterly direction. Turn to **128**.

28

Green slime is dripping from the walls of the passage East. As you go onwards you begin to feel weary, but somehow you are drawn in by the seaweed-like vegetation covering the walls. Turn to **102**.

29

A course is set for the Southern sector. The Captain intends to head due West, then steer due South before turning East to the Southern sector.

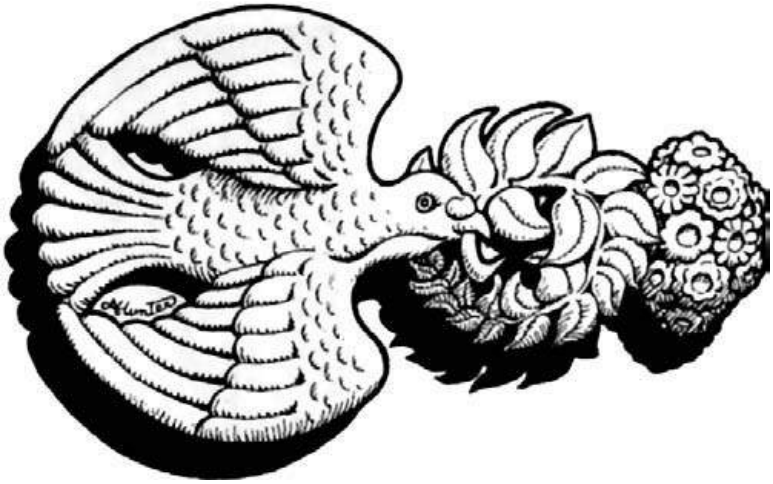
The ship sets sail, but after a short time heading West, there is a gale-force wind blowing from the East – causing powerful waves to batter the fragile hull and swamp the decks. The tall masts groan and bow to the prevailing winds, attempting to win over the forces of nature.

Suddenly the sails are torn like paper and the timber cracks and shatters. The ship is sinking.

Can you now:

Use the Breathing-power of the Neptunian Gods? Turn to **34**
Use your Power of Flight? Turn to **66**

If you have neither power, you will fail in your Quest, and, despite your great strength you will finally be overcome by the power of the sea, and drown.



30

The path to the East is long and narrow. After turning to the South and then back East, then South and finally West, you hear a haunting high-pitched wail like that of a trapped animal in its dying moments. Deciding to investigate you continue West. Turn to **23**.

31

Continuing North for a while you come to a crossroads. Will you now take the passage:

North?	Turn to	**173**
East?	Turn to	**21**
West?	Turn to	**191**

32

The passage South is fairly short, bringing you to another junction, with a road to your left. Will you now decide to:

Turn East?	Turn to	**43**
Continue South?	Turn to	**74**
Turn back North?	Turn to	**31**

33

As you emerge from the great halls, there is a long narrow passage before you, dimly lit by torches casting eerie shadows upon the crumbling walls. Resolute, you follow the passage South. After a few yards of travel the passage turns abruptly, following a North-East direction. Turn to **109**.

34

Just as you use your powers, the ship finally gives way and you are tossed into the cold bleak ocean. The current is so strong that you cannot possibly swim and you are sucked under, engulfed by the vast ocean.

Your great Breathing-power of the Neptunian Gods works well, and your lungs are filled with a life-giving force. You remain under water until the storm dies down. When you surface you see a passing ship heading West.

Will you now:

Swim to the Western Harbour?	Turn to	**15**
See if the ship will take you aboard?	Turn to	**6**

35

After retrieving the second quarter from the BEWO WARRIOR, you must decide which is the third sector to visit. Because you have upheld the values of the Gods, you may now gain extra Strength points – throw one dice, and add this value to your current Strength score.

To the East, the land is fairly flat, and there is an old hunting trail which seems to disappear. There does not seem to be an easy route to the North or South so it looks as though you will have to continue East to avoid further confrontation. Turn to **120**.

36

The ship is bustling with activity in preparation for a long voyage. As one of the deck-hands is hauling up the sail, something drops from one of his pockets. It is a small silver cross, and you pick it up and return it to him. He thanks you, and then notices the badge of the Inter-Sector Brotherhood on your left shoulder.

"This cross," he tells you, "was originally given to my great-grandfather, by a member of the Brotherhood, and handed down through the generations to me." You tell him of your mission, and he thinks for a few moments before handing over the cross. "Take it," he says: "perhaps it will be of some value to you in your Quest."

You thank the sailor, and put the key in your pocket, deep in thought as the ship sets sail, heading West. Turn to **6**.

37

Thankful for some advice, you continue until you come to a tall stone wall with a hole smashed out which looks to be just your size, and you squeeze through. The wall is much higher on the other side and you drop to the ground.

Shaking yourself you look around to see a crossroads. Remembering the words of the grateful mouse, will you:

Turn North?	Turn to	**76**
Turn South?	Turn to	**87**
Continue West?	Turn to	**25**

38

Sensing danger, you continue East, with a strange feeling in your stomach. Looking straight ahead, you fail to notice a movement to your left – until too late. Out from the shadows steps a STYRONE CHALLENGER. Turn to **153**.

39

The door has solid iron hinges making it impossible to penetrate. You try with all your might to force it open, but in vain. The route North is blocked unless you have three keys: a blue key, a yellow key and a white one.

If you have the keys, turn to **96**. Otherwise, you have no choice but to go back: turn to **26**.

40

The harbour is surrounded by an iron cage, a huge structure, obviously designed to keep intruders out. Even with your magnificent Strength and great Powers you are unable to breach the barrier. Something tells you, intuition maybe, that there is a ship waiting to sail – but there is no way to be certain.

After wandering around the cage, you discover a small gate, but unfortunately it is fastened by three gold locks. If you have three gold keys, turn to **154**.

If not you may:

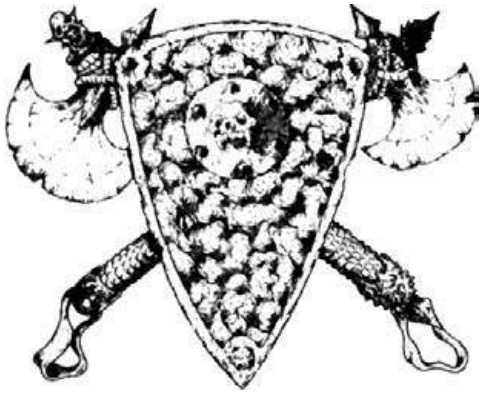
Take the road West	Turn to	**133**
Follow the coast South	Turn to	**3**

41

Visibility is good and the passage East seems much larger than the other passages. In the distance you can hear the sound of running water. As you travel further you come across a small stream of fresh water.

After taking a rest and refreshment (gain 2 Strength points) you continue. Eventually the passage splits into two. One route continues East, the other heads North. Will you choose the:

East route?	Turn to	**28**
North route?	Turn to	**73**
Route back?	Turn to	**61**



42

On turning South you rest for a while before going further. Remembering that you are the Great Western Warrior, you once again go forward until you arrive at a junction. Will you now decide to go:

South?	Turn to	**87**
West?	Turn to	**25**

43

The passage East brings you to another junction. At this junction, will you decide to go:

Further East?	Turn to	**86**
North?	Turn to	**79**
South?	Turn to	**72**
Back West?	Turn to	**68**

44

As you use this valuable gift, a vision appears in your mind. An old gipsy stands before you in the heavens of the past. Offering this advice she glides away back to the land of the gods.

"Here's to the future, my young warrior. You fail to heed the words, but call upon me to help you. So I will tell you to go South where you may meet your death, or North or East where they love you least."

Confused, you say farewell to the gipsy and then go to board the ship going:

East?	Turn to	**36**
North?	Turn to	**59**
South?	Turn to	**29**

45

Deciding to go North, you come to a junction. Will you now go:

North?	Turn to	**76**
West?	Turn to	**25**
Back South?	Turn to	**87**

46

At the end of the tunnel North is another junction; there is a tunnel to the East and a tunnel straight ahead. Will you take the:

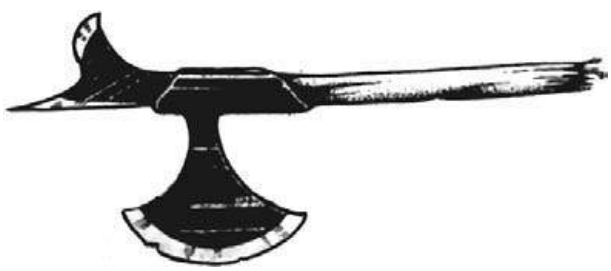
North tunnel?	Turn to **31**
East tunnel?	Turn to **43**
Turn back South?	Turn to **74**

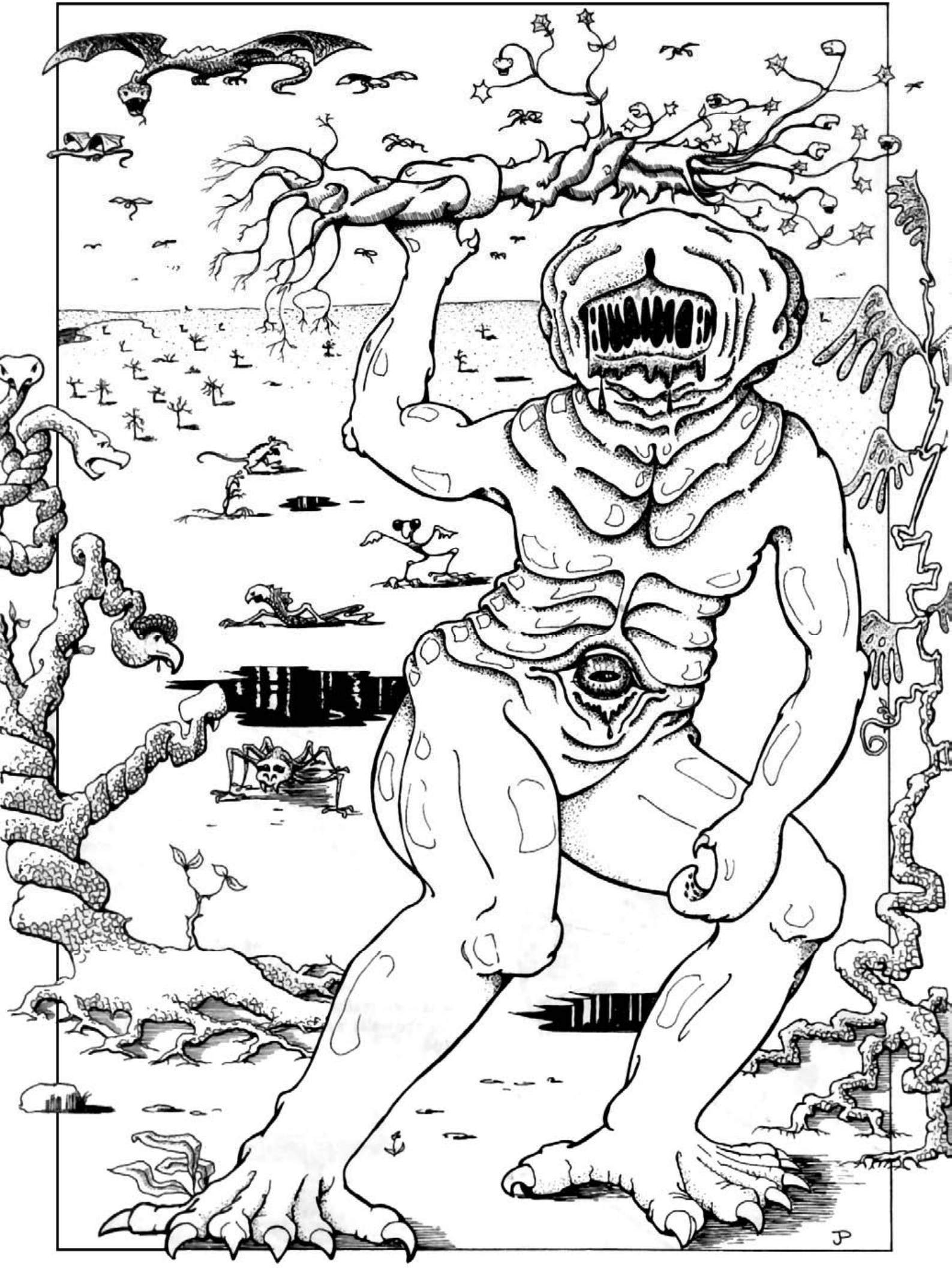
47

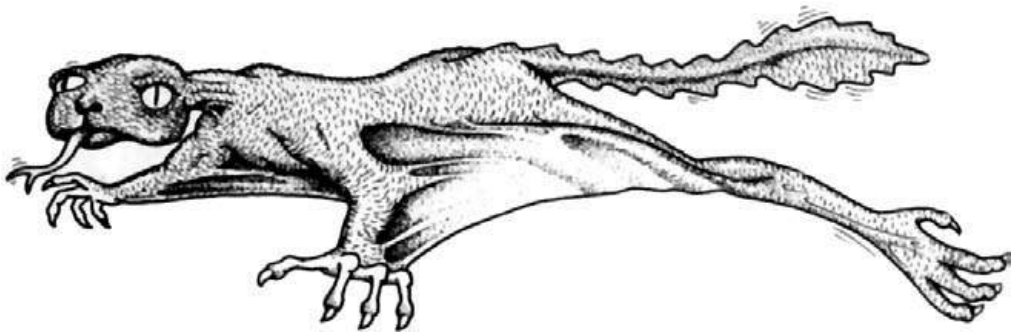
As you emerge from the great halls, there is a long narrow passage before you, dimly lit by torches casting eerie shadows upon the crumbling walls. Resolute in your conviction, you follow the passage East. Turn to **127**.

48

The passage East is cold and dark, the walls dripping with green and blue slime. You begin to feel drowsy and then realise the seaweed-like vegetation covering the walls is emitting a nerve killing gas. Turn to **104**.







49

Never before have you seen a more forbidding land. A solid rock desert with forests of nomadic living plants, resting by oases of blood.

Reptiles fill the sky, buzzing aimlessly before descending on unsuspecting prey. Lizards, grenchubias, quadergos and antihumanic creatures of every description shuffle around, cackling, bleating and talking. Mayhem! You do not despair, but grit your teeth and go forwards in search of the second quarter.

As you make to move, you sense a presence behind you, and turning quickly, you see the fabled MONOCULUS in all its glory. A single eye focuses from the centre of its enormous torso. Its golden body ripples as each finely-honed muscle is tensed. No emotions show, only the mouth on the bulbous, otherwise featureless head twitches as the creature raises its weapon – a living organism cut from the nomadic forest. This may be your last adventure. The MONOCULUS's Strength score is 10.

Will you stand and fight? If you win turn to **4**. Can you use your power of Enchantment? Turn to **16**.

50

Continuing forward for a while, you come across a high stone wall blocking your route. At the sides of the wall there is a pathway to the West and one to the East. You flip a coin, and if it lands:

Heads – you turn East.	Turn to	**30**
Tails – you turn West.	Turn to	**8**

51

You continue to follow the dimly lit passage and after a short time you happen upon a little Diaphog, an ancient dwarf, perched upon a protruding rock. The Diaphog sneers at you. "You stupid Geo-Human," he says, "only the first part of your journey and already you are doomed. You paid no heed to the words of Shinderg, the Supreme God, and for this error there will be no forgiveness – you will die".

With these words he disappears amidst a wisp of smoke, leaving in his place a multitude of poisonous Katalyne Spiders each bearing a mass of deadly tentacles. You know that despite your great powers there is little you can do against so many.

As they crawl towards you, you turn to run back to the sanctuary of the great halls, but from everywhere, a million more of the evil Katalynes appear, each hungry for a taste of you.

The first is crushed by your warrior boot, the second flung into the air by a swipe from your great arms, but you battle in vain – you have failed in your mission, before ever seeing one quarter of the Key of Peace.

52

Upon making your wish, the ship once again begins to move and the Genie disappears into the surrounding air. Taking a Southern course, before turning South West, you sail for two days and nights bringing you to a crowded port on the North side of the Southern sector. Turn to **175**.

53

One road goes North and the other continues East. Will you decide to go:

North?	Turn to	**45**
East?	Turn to	**159**

54

The now-familiar route takes you back North and then West until you arrive back at the cross-junction. Looking back you see another STONEMAN, so will you now:

Turn North?	Turn to	**62**
Turn South?	Turn to	**18**
Continue West?	Turn to	**63**

55

At the end of the Eastern passage, there is a cross tunnel. You turn your head before continuing and see that the STYRONE's corpse has disappeared. Will you decide to go:

North?	Turn to	**75**
South?	Turn to	**123**
East?	Turn to	**14**

56

The road takes you West, then North before turning East, where the route branches to the North. Getting tired, will you:

Continue East?	Turn to	**30**
Turn North?	Turn to	**169**

57

Surprising him, you disappear and the evil GORF swings wildly, slicing the air with his mighty hands. You are very agile and, aided by your Invisibility, his blows and punches are easily avoided. Eventually he tires, and siezing your moment, you lash out with your pointed hand, arm straight. The fierce blow to the stomach brings GORF to his knees, and as you deliver a second mighty punch GORF falls dead at your feet. Turn to **119**.

58

The journey to the Eastern sector is uneventful and after a long night at sea with very little sleep you are tired, but eager for action.

As the ship manoeuvres into a small port on the West side of the Eastern sector, a strange feeling of anticipation tightens your belly and the words of Shinderg echo in your ears. Leaving the ship you bid farewell to the Captain and crew and turning to survey the Eastern lands you are amazed at what you see. Turn to **49**.

59

A course is set for the Northern sector. The Captain intends to head due West, then due North and finally due East towards the Northern sector.

The ship sets sail, but after a short time, heading West, a gale-force wind blowing from the East begins to threaten the ship. The tall masts groan and bow to the heavy winds, attempting to win over the forces of nature. Suddenly the ship capsizes, throwing you into the vast ocean. Can you now:

Use the Breathing-power of the Neptunian Gods?	Turn to	**34**
Use your Power of Flight?	Turn to	**66**

If you have neither of these Powers, you will drown in the cold sea, your Quest over.

60

Going on, the road turns South, under a bridge and then West. Following the road West you are faced with another choice, to go North or continue West. Will you:

Go West?	Turn to	**110**
Go North?	Turn to	**45**

61

Going West, you come across a small stream, and stop for a drink and a rest (gain 2 Strength points), before you continue, and arrive at another junction. Will you now decide to:

Go North?	Turn to	**46**
Go South?	Turn to	**64**
Continue West?	Turn to	**146**

62

Going further North, you arrive at another junction. You must turn back South or go East or West. Will you go:

East?	Turn to	**48**
South?	Turn to	**94**
West?	Turn to	**13**

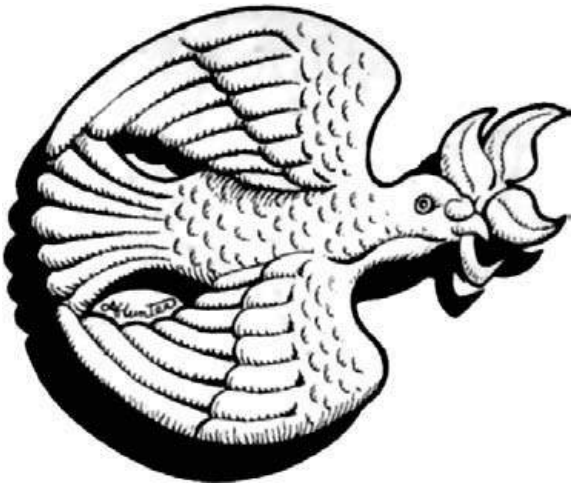
63

The narrow passage brings you to another junction. You are by now feeling lost, but you continue. Will you go:

North?	Turn to	**134**
South?	Turn to	**148**
Back East?	Turn to	**188**

64

The tunnel South is very short and leads to another cavern. Deciding to investigate, you once again circle the outer walls as in the first cavern, hoping to find a route to the Northern sector surface. Disappointed, and about to leave, you look up as you hear a whistling noise from above. You are too slow; a large stalactite falling from the roof penetrates your skull. You have failed in your Quest.



65

As you emerge from the old halls, into the Western sector, there is an old city before you with a long winding path, like a meandering river, flowing through the centre of the dilapidated buildings. You walk warily Westward.

After a short while you are confronted by an old man, crooked and disfigured through the evils of war and time.

"You are wise, Stranger, as you have heeded the words of Shinderg. Remember those words, for in your Quest there is only one route to the Key.

"You must collect one quarter from each sector, but visit each sector only once and in the correct sequence or you are doomed. For years I have clung to this precious box, hoping to meet a stranger wearing the badge of a member of the Inter-Sector Brotherhood. Now my task is complete."

With that, he passes you the small box, extracted from his ragged clothes, and then in an instant disappears. For a brief moment you are bewildered, but gathering your thoughts, you eagerly look into the old man's box. Inside, glistening in the sunlight, is one quarter of the Key of Peace.

The Key safely in your pouch, you feel pleased with your early good fortune.

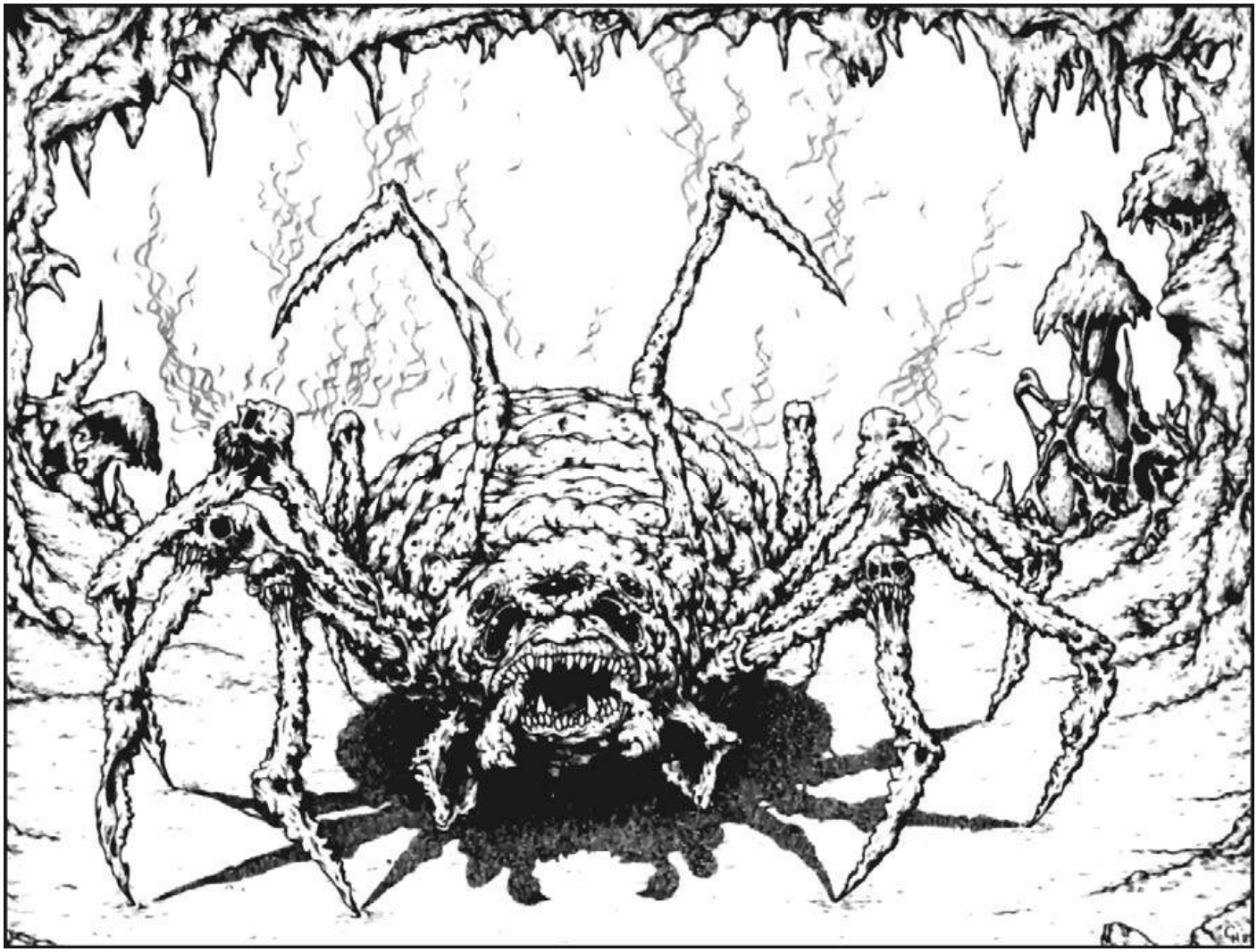
Still you have a long way to go before the complete Key is safely back in its rightful place, so you must press on.

You decide to continue West through the city.
Turn to **20**.

66

As you soar into the air, high above the clouds, the wind is below you and you can safely fly in any direction.

Not knowing how long your Power of Flight will last, you decide to conserve energy by just hovering above the wind and sea until the storm dies away. As the weather improves you are lucky to see a passing ship heading West. You could decide to fly back to the Western harbour. If you do, turn to **15**. If you prefer to land on board the ship, turn to **6**.



67

Just as you turn to the East, you realise something is amiss. It is too late to turn back, as you are confronted by a man-eating CORYPLEX – a creature which has a black spider's body the size of a horse, with long spindly legs joined at the knees by human skulls.

Its pumpkin-like head turns towards you flashing its ruby red eyes as green saliva drips from its teeth. It scurries towards you with its antennae navigating the way towards an evening meal.

With no alternative, you draw your sword ready for mortal battle. The CORYPLEX has a Strength score of 10. If you win turn to **89**.

68

The passage West brings you to another junction. Will you decide to:

Turn North?	Turn to	**31**
Go back East?	Turn to	**43**
Turn South?	Turn to	**74**

69

Shortly after leaving the crevice the Eastbound passage turns abruptly North. Following the passage North, you come to a solid rock door painted blue, yellow and white. Turn to **39**.

70

A voice speaks from the innermost depths of your consciousness.

"You are privileged to possess the gift of knowledge but it is doubtful that you are using it wisely, so soon are you prepared to squander this great gift bestowed upon you by the gods. Nevertheless you have used it and the direction to take, already relayed to you in the song of truth, is the Western door. Do you not remember: 'But where is the place for your journey to start, the answer is near, if you search your heart'?" With this information you now know which way to go. Will you enter the door marked:

West?	Turn to	**65**
North?	Turn to	**27**
South?	Turn to	**33**
East?	Turn to	**47**

71

The road heads South, so you follow it until you come to a junction, one road going straight on, the other West. Will you:

Continue forward?	Turn to	**50**
Turn West?	Turn to	**178**

72

The route South widens, and you walk through a small cavern illuminated by a white light given off by the rocks themselves. You press on through the cavern, until the tunnel splits, giving you a choice of directions. Will you go:

North?	Turn to	**73**
East?	Turn to	**28**
West?	Turn to	**61**

73

Travelling North, the passage becomes wider, bringing you to a small cavern illuminated by strange white rocks. Apprehensive, you travel North through the cavern until you arrive at a junction.

Deciding to rest before making your mind up which way to go, you see another key, an orange one. (You may keep it if you think it may be useful). Will you then decide to:

Continue North?	Turn to	**79**
Turn East?	Turn to	**86**
Turn West?	Turn to	**68**

74

Following the passage South you arrive at a crossroads. Each route looks much alike so, shrugging your shoulders and hoping, you decide to:

Go East?	Turn to	**41**
Continue South?	Turn to	**64**
Turn West?	Turn to	**146**

75

The passage North is very short, bringing you to another cavern. There are hundreds of stalagmites and stalactites obscuring your view. Deciding to investigate, you walk around the outer walls. Turn to **98**.

76

The road North is a short one taking you to a road branching East and West. Will you go:

East?	Turn to	**60**
West?	Turn to	**56**

77

The passage South is blocked by a huge iron door, brightly painted red, orange and green. Even with your great powers it is impossible to smash the door. You may only pass through if you have three keys, a red one, an orange one and a green one. If you have the keys, turn to **96**. Otherwise, you will have to go back – turn to **54**.

78

You remember your silver cross and realise its significance. Carefully, you place the cross into the chiselled-out image on the stone slab – and it fits perfectly.

At once, under the guidance of an invisible force, the stone rises into the air revealing three gold keys resting on a velvet cushion.

Astonished at your luck, you take them with you when you leave the cabin. You follow the coast North, passing a road to your left, and over a small river, before eventually arriving at a harbour where you think you might find transport to another sector. Turn to **40**.

79

Going North you come to another three-way junction. Will you go:

North?	Turn to	**85**
West?	Turn to	**84**
Back South?	Turn to	**82**

80

The road West is another straight road leading to a crossroads. Will you:

Take the North road?	Turn to	**76**
Take the South Road?	Turn to	**87**
Turn back West?	Turn to	**25**

81

After a long and well-earned rest you ask the guard for information which could be helpful on your journey. He offers to tell you of a secret passage to the Northern sector, in exchange for gold. Turn to **170**.

82

Following the tunnel Southwards, you arrive at yet another junction, a crossroads. Will you now go:

East?	Turn to	**86**
South?	Turn to	**72**
West?	Turn to	**68**

83

Hours later you awake – stirred by the absence of movement. You are caught by the mariner's curse: stationary, the ship sits on the calm water, not a hint of a breeze and not a wave in sight. Turn to **166**.

84

You feel as if you have been travelling through the same passage for days, but you dare not give up now. The passage continues West before being joined by three other routes. You can turn back or go North, South, or continue West. Will you head:

North?	Turn to	**173**
East?	Turn to	**21**
South?	Turn to	**32**
West?	Turn to	**191**

85

The tunnel brings you to another cross-junction. Will you take the passage:

East?	Turn to	**24**
North?	Turn to	**62**
West?	Turn to	**63**
Back South?	Turn to	**18**

86

As you enter the passage East you are reassured. It is much wider than the other passageways of the underground maze and strangely well illuminated. You cannot see the source of the light but its presence gives you courage. Turn to **176**.

87

A short distance further and there is a road to the East and a road to the West. Will you decide to take the:

East road?	Turn to	**159**
West road?	Turn to	**110**

88

Passing South out of the great cavern, the way leads to a long tunnel, cold and damp but well lit. Wearily you carry on until you come to a sharp turn taking you East. Turn to **118**.

89

The CORYPLEX dead, you are about to press on when you notice a thin golden collar around its neck. After putting it into your leather pouch with the two quarters of the Key of Peace, you continue East. At the end of the path there is a turning to the South. There is no other way to go, so you head South, hoping to reach the palace of GABORDEX. Turn to **100**.

90

The evil GORF has a Strength score of 10. With his bare hands, he prepares to fight, and the battle begins. If you win the battle, turn to **119**.

91

Moving South out of the cavern, you see a crack in the wall. You take a closer look and find a piece of string hanging out. You pull the string out, and tied to the end you see a large bunch of identical yellow keys. (You may keep one if you think it may be helpful.) You put the string and keys back where you found them and continue South before turning East, where you arrive at a junction. Will you:

Turn North?	Turn to	**46**
Continue East?	Turn to	**41**
Turn South?	Turn to	**64**

92

You should have listened to the Genie – for no sooner has the ship set off for the North than a terrible storm begins to blow up. The ship is tossed into the air – its masts cracking, and its timbers smashed like matchwood.

You are flung into the raging, icy sea, where within minutes you will drown. The current will carry your body to the Northern sector – thus fulfilling the Genie's prediction. But your Quest is over.

93

You are told that the ship has to stop first, at a small inlet on the Eastern side of the Eastern sector, to pick up some cargo before heading to the Northern sector. The ship sets sail around the coast heading East and then North, and after passing a harbour it continues North before turning West into a small inlet on the East side of the sector.

As cargo is being loaded, you decide to investigate that part of the sector, which looks familiar.

There is a small river flowing into the inlet, alongside a road from the West. After looking around you are about to head back to the ship when you notice a small silver cross lying on the ground, and decide to keep it for good luck. However your actions waste time and the ship sails without you. Disappointed, you decide to follow the coast in search of another ship. Will you now:

Head North?	Turn to	**121**
Head South?	Turn to	**22**

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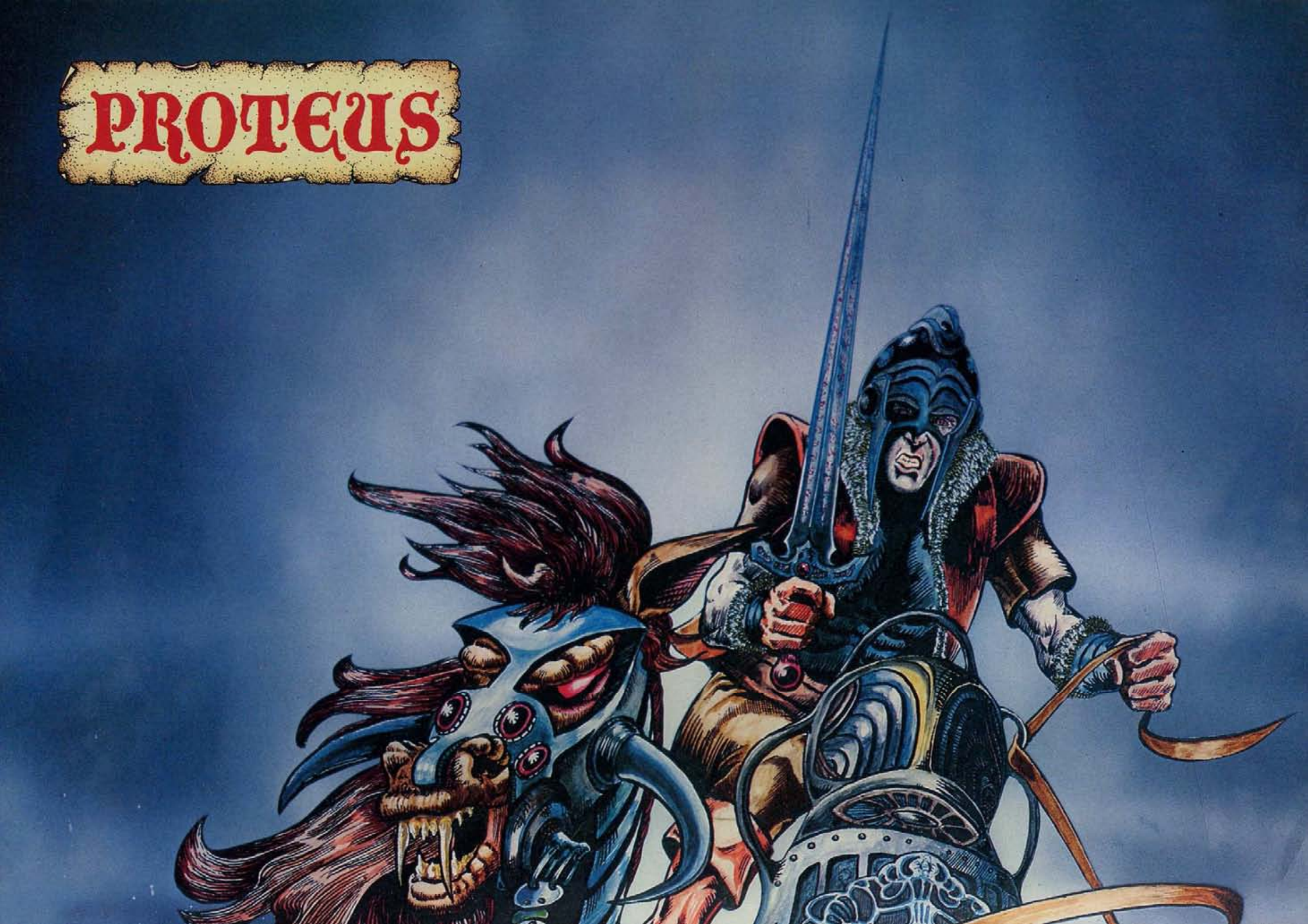
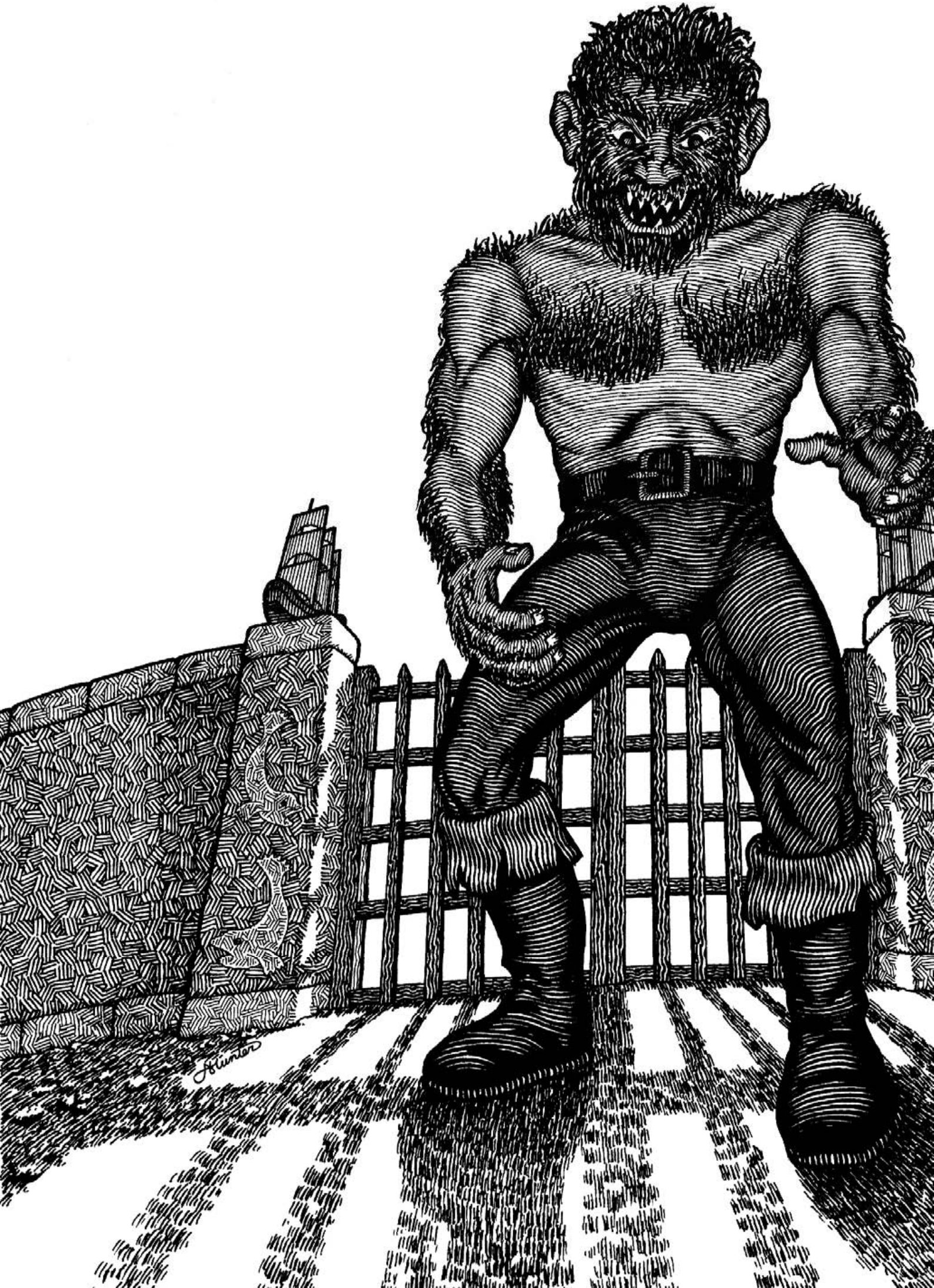
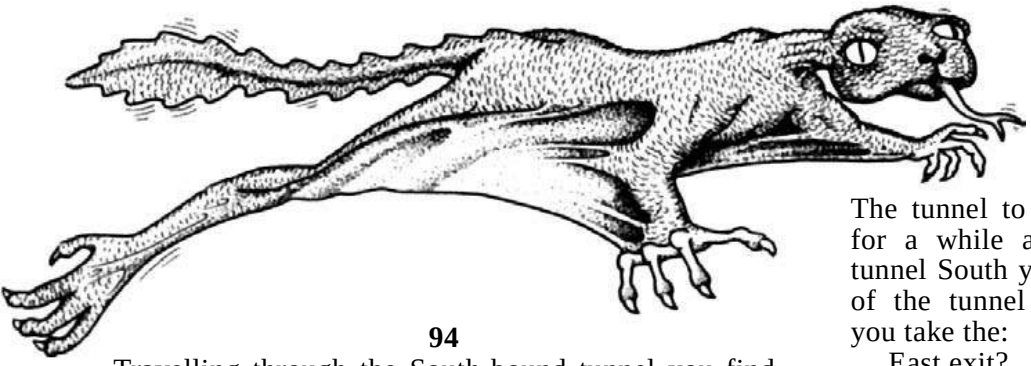






94

Travelling through the South-bound tunnel you find another key – a white one. (You may keep it if you think it will be of use). Some distance further, you come to another junction. You decide it would be best to:

Turn East?	Turn to	**24**
Turn West?	Turn to	**63**
Turn South?	Turn to	**18**

95

The STONEMAN out of the way, you continue East for a while before the passage suddenly turns South. Turn to **77**.

96

The door swings open, groaning on its ancient hinges. You are blinded by harsh natural light shining from above, and as your eyes become accustomed, you see that you are at the bottom of a deep pit.

Up above is the Northern sector where you hope to find the last quarter of the Key of Peace.

A ladder is propped up against the wall, so you begin the climb. At the top you find yourself safely on the Northern sector, surrounded by a vast range of mountains. – turn to **135**.

97

You take a deep breath and feel the oxygen fill your lungs, mixing with the pyroxen chemicals provided by your great powers. With one gigantic gust, you exhale, sending jets of brightly coloured flames hurtling towards the mountain of ice. Like the sea and wind against a crumbling chalk cliff the structure erodes, sending enormous boulders of ice crashing down.

Turning your anger towards the approaching anti-world creatures another massive ball of fire heads towards the oncoming army. At once they shrivel up, and you continue your attack on the depleted ice formation, now a small stream flowing gently toward the Eastern coast. Plunging into the tepid waters, warmed by your fiery breath, you drift Eastwards towards the Eastern shores of the Eastern sector. Turn to **130**.

98

Suddenly the stalagmites come to life, sprouting legs and arms like the ice monsters of the Dergine. Each limb now a deadly weapon, they converge on you. You fight bravely, but outnumbered you have no chance. You have failed in your Quest.

99

The tunnel to the West continues in a straight line for a while and then turns South. Following the tunnel South you come back to the cavern at the end of the tunnel from GABORDEX. This time, will you take the:

East exit?	Turn to	**107**
South exit?	Turn to	**91**
North exit?	Turn to	**160**

100

You reach the palace feeling very tired after your long journey. Opening the huge oak doors there is a long corridor leading to a solid gold door. The walls are made of finely decorated marble, sparkling with reflections from the brightly lit torches sitting on golden stands.

As you approach the door a guard halts your progress, demanding a reason for your visit. You draw your sword and adopt your fighting stance. Rather to your surprise, the guard hesitates as he reaches for his own sword – he has seen the badge of a member of the Brotherhood on your shoulder. He swallows nervously and apologises, inviting you to pass. Warily, you walk past him – turn to **114**.

101

As you walk along the passageway further North, it becomes very narrow. You side-step your way along, unable to turn your head fully forward to see your way.

The passage continues North and then turns East. You manage with great difficulty to manoeuvre your body around the turning and, going East, you have to continue sideways as the passage gets no wider.

A few steps further, and the ground gives way beneath you. There is nothing you can do, nothing to cling to, as you tumble into a deep pit. Luckily, you land on your feet, gaining only a few cuts and bruises.

Still shaken, you are about to seek a way out when you realise that the walls of the pit are closing in. Frantically you try to scramble up the sides – but you struggle in vain. You are doomed to be crushed under a mass of earth. Your Quest is over.

102

It is too late, you realise that the slime is giving off some deadly nerve killing gas and you fall to the ground choking. You have failed in your Quest.

103

You travel East until you come to a cross junction. Not wanting to go back to the cavern in case there are other GORGS prowling the tunnels behind you, will you now decide to head:

North?	Turn to	**46**
South?	Turn to	**64**
Continue East?	Turn to	**41**

104

Fighting for breath, you stumble to the ground as the deadly gas takes its effect. There is no escape – you have failed in your Quest.

105

There is no ship in sight and, unable to fathom the mystery of the stone slab, you leave the building and:

Head North along the coast?	Turn to	**190**
Take a road which heads West?	Turn to	**162**

106

Continuing South-East, you begin to feel that you have taken a wise decision as the passage begins to widen.

But without warning a massive anti-world creature, brandishing a huge sword, jumps from the shadows. With your incredible powers you should have little problem defeating this creature, so you stand and fight. The creature's Strength score is 5. If you win, turn to **147**.

107

As you move East out of the cavern, you notice a pot almost hidden in a niche in the wall. On investigation, you find it full of identical black keys. You may take one if you think it will be useful.

Continuing East you come to a junction and head:

North?	Turn to	**173**
East?	Turn to	**21**
South?	Turn to	**32**

108

Continuing further East, the canyon turns abruptly, heading North. As you turn, you are confronted by a Low-life creature of the rock, a FRESPIGARD. Bruised and tired after your long journey, you turn around intending to run. But the FRESPIGARD is too fast for you: with a giant leap it is once again in front of you.

Its great speed makes it a formidable opponent, but you must fight this monster to the death.

The FRESPIGARD has a strength score of 6. If you defeat it, turn to **124**.

109

You continue North-East for a short time and the passage gets much darker. Not knowing if you are travelling in the right direction, you must make a decision. If you think it is wiser to return to the great halls, turn to **184**. If you would rather continue North-East, turn to **115**.

110

The road West goes straight ahead for a short distance and then turns sharply to the North, under a bridge and then turns West again. At the West road, there is a large gate to the North which cannot be opened from this side. To the South, there is another road and you decide to take it, hoping it will lead to the palace of GABORDEX. Turn to **12**.

111

The second attack from the STYRONE CHALLENGER's sword is also swift, but again you avoid the deadly blade. The STYRONE CHALLENGER has a Strength score of 5. If you win, turn to **55**.

112

You parry the first attack, but the edge of the great axe catches you a glancing blow – lose 2 Strength points. This is going to be tough, and you wonder if it would be wiser to flee from the terrible GORG.

The GORG has a Strength score of 12, and if you survive three fighting rounds, you may flee East – turn to **103**. If you are determined to fight the GORG to the death, then turn to **103** if you survive the battle.

113

The sea journey back to the Western sector passes without incident. For the first time for what seems like years, you feel at ease.

Shinderg does not talk, but his presence is reassuring. After a hearty meal and a jug of ale you retire to your cabin. The next day you wake up to find yourself back in the Western harbour. Leaving the ship, Shinderg by your side, you head East towards the old halls where your quest began.

As you pass the place where you defeated GORF, you sense danger behind you. Turning quickly, you are just in time to block a deadly blow to your head. The servants of GORF are upon you. There are four of them – so you must fight two of them, as Shinderg joins battle with the others. Their combined Strength score is 6. If you win, turn to **129**.

114

You open the golden door, stepping into a magnificent room strewn with jewels, silver and precious stones.

Sitting on a throne of Grigon is the great GABORDEX, surrounded by a small platoon of guards.

"Hail great warrior," he calls, "I am the great and wise GABORDEX, and you have come to take the third quarter of the Key of Peace. I will gladly give you the prize you require if you can answer me one question. Answer it wrongly and you will die."

The great GABORDEX then dismisses the mass of guards, picks up a piece of parchment and reads:

"I saw some plums upon a tree,
I did not take some. I did not leave some.
But how can that be?
I did take one; how many plums were there?"

Turn to **141**.

115

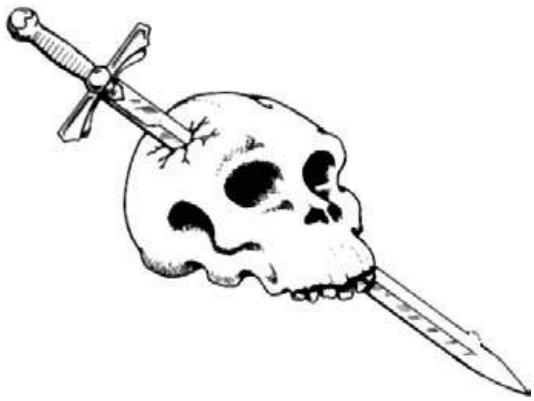
Unsure of yourself, you press on until you see a glimmer of light ahead. Encouraged and hopeful you move to investigate. You find yourself in a small cavern lit by a lantern in the centre. Turn to **126**.

116

The passage South remains well lit by the burning skulls which, although aiding your progress, give you a permanent reminder of death.

Eventually the passage turns Eastwards. There are no longer any skulls and you begin to feel more secure and confident.

The way East is now lit by bright lanterns hanging from the walls at regular intervals. In the distance you can hear a mumbled collection of voices intermingled with guttural growls and frightened howls. Travelling further you are confronted by a pack of wandering zombie-like creatures, hungry and frightened. Turn to **145**.



117

You are wary, but the familiar, booming voice reassures you, and you know intuitively that this is no imposter, but Shinderg himself. You seem to feel, rather than hear, the voice of Shinderg inside your head:

"You are indeed a worthy member of the Inter-Sector Brotherhood. Your Quest is almost over." Turn to **198**.

118

With a heavy heart you wearily continue East. A short lapse of concentration and you don't see a PALESTRIAN GORG step from the shadows. Turn to **155**.

119

The evil GORF now dead, the second part of your journey is just beginning. Down on the quay there are three ships moored to the harbour wall, each captained by a young man ready and willing to travel to unknown and distant lands.

You learn that there are three destinations, one for each vessel; the Northern, Eastern or Southern sector. Thinking of the words of Shinderg, whilst consulting your map, will you:

Board the East bound ship?	Turn to	**36**
Board the North bound ship?	Turn to	**59**
Board the South bound ship?	Turn to	**29**
Use your gift of Prophecy?	Turn to	**44**

120

Refreshed after your great battles and tests of courage, you continue East in search of the third quarter, thus avoiding the nomadic forests and evil creatures that you have recently passed. You know that the last two quarters must be found on the two remaining sectors.

After a few miles the temperature becomes cold, and as you press on you become colder and colder. Wondering whether to turn back, you look over your shoulder only to see an army of antiworld creatures in pursuit. Your only chance is to carry on, but as you quicken your pace you are faced with a massive wall of solid ice. With the evil creatures closing in you are trapped, your brain slowed by the bitter cold. Will you:

Call upon the fiery breath of pyroxen?	Turn to	**97**
Stand and fight?	Turn to	**140**

121

The journey North brings you to a harbour, where you think you might find a ship to take you to another sector. Turn to **40**.

122

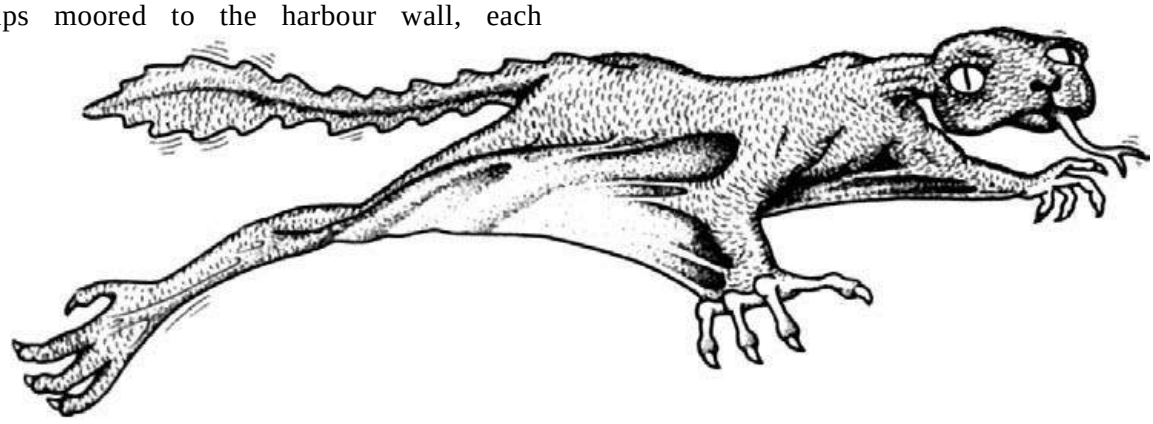
Wondering whether these are the remains of past travellers of the passage you begin to imagine a multitude of different fates which might await you, but concentrating your thoughts on your mission you keep going. A few steps further and the passage splits into two, one route to the North and one to the South. Will you:

Go North?	Turn to	**101**
Go South?	Turn to	**116**

123

Travelling South, you arrive at a junction. One passage leads to the East, the other continues South. Wondering if you are lost, will you now go:

East?	Turn to	**188**
South?	Turn to	**148**
Back North?	Turn to	**134**



124

The FRESPIGARD defeated, you continue North. Soon the canyon turns abruptly West and gets wider. You can see a long way ahead. In the distance you can just make out a small building so you decide to make your way to it, hoping to find the last quarter of the Key of Peace.

Going West, you pass a turning to your left which you ignore and as you get closer, you see the building is a small castle. Turn to **144**.

125

The North route continues for a while and then branches East again. Following this route for a few paces you notice there is a small alcove in the wall just above your head. Feeling into the tiny space you retrieve a bright red key. Thinking it may be useful at a later time you decide to take it with you.

As you continue, the passage turns South and a few steps further turns back to an Easterly direction. Turn to **187**.

126

As you approach the lantern you see a peculiar set of symbols etched into the sandy floor surrounding the light. After studying them for a while you realise that it is a coded message written in the language of the gods. Although not fully proficient in this language you roughly translate it as:

"Approach the lamp for blessed transportation –
or exit into the unknown."

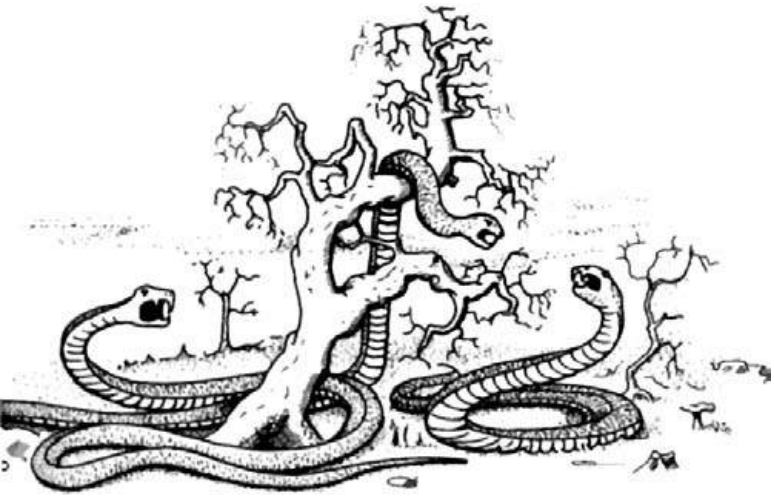
Wondering what it could mean, will you:

Approach the lamp?	Turn to	**195**
Take the exit which heads East?	Turn to	**51**

127

Moving further into the unknown depths of the dark passageways, your heart begins to beat faster as you sense danger ahead. You are brave, but inexperienced as a warrior, so you press on to investigate. Soon the light brightens and you can see some distance ahead. There is a pit dug into the floor of the passage and as you get nearer you can hear the sound of snakes, twisting and hissing at the bottom of the pit. Will you:

Decide to use your power of Flight?	Turn to	**142**
Decide to return to the great halls?	Turn to	**184**



128

As you continue down the passage, the light rapidly diminishes and your lack of experience makes you stubbornly press on despite feelings of increased uncertainty.

After a time your better judgement takes over and you stop to think. Will you:

Press on?	Turn to	**106**
Return to the old halls?	Turn to	**184**

129

The Mighty Shinderg defeats the two servants of GORF with ease, and, with the two foes that you have faced now also dead, you walk with Shinderg towards the great halls. It seems that your great Quest has been successful, and that you can at last replace the Key of Peace in the tomb of the forefathers. Turn to **138**.

130

Steadily making your way to the Eastern shores, you pass under a bridge, eventually arriving at the coast. The Eastern shores are barren, a sandy desert bordering a vast blue ocean shimmering in the setting sun.

Already two quarters of the Key safely in your possession, you once again feel strong, your destiny clear. You look around for some form of transport but there is none. After thinking for a while, you decide to follow the coast. Will you go:

North in search of a ship?	Turn to	**180**
South in search of a ship?	Turn to	**22**

131

Your power of Flight works well, and you rise above the wandering creatures to the safety of the roof. Continuing East, looking back over your shoulder, a low part of the roof strikes your head and, stunned, you drop to the floor. Lose 2 Strength points. You regain full consciousness in time to get rapidly to your feet and escape the touch of the ZOMBIES. Turn to **182**.

132

There is a golden stairway down into the ground and as Shinderg descends, you follow. There is gold, silver and jewels of every description adorning golden caskets which contain the earthly bodies of the great forefathers. With your head bowed you pass each one acknowledging their greatness.

Shinderg halts and, turning to you, he holds out his hand – an unspoken request for the key. Turn to **136**.

DE·LENY 85

133

The road heads due West and after a while splits into two. One route continues West and the other due South. Will you:

Take the South route?	Turn to	**157**
Continue West?	Turn to	**194**

134

After a while the passage North brings you to a crossroads. Will you:

Go East?	Turn to	**14**
Go West?	Turn to	**99**
Continue North?	Turn to	**75**
Go back South?	Turn to	**123**

135

There seems to be only one route away from the mass of mountains, a narrow canyon cutting through the vast rock desert to the East. It is difficult to decide what to do as you have no idea which way you should go. Will you:

Follow the canyon East?	Turn to	**143**
Use your power of Flight?	Turn to	**192**

136

As you are about to hand over the Key of Peace, Shinderg's expression changes – his face no longer shows peace and contentment, but evil glee. Even as you watch, his whole body glows, fades, and then reappears – as a BRIMGETH, complete with double-headed battleaxe, fine armour, and tricorn helmet.

You have met the BRIMGETH before in a previous Quest – a member of a small but infamous clan of immortal warriors. The BRIMGETH raises his battleaxe, briefly nods his head, and prepares for battle.

Your best chance of survival now is to use your power of Invisibility: if you have any Invisibility points left, roll two dice, subtract the result from your previous Invisibility score, and turn to **197**. If you have no Invisibility points left, you will have to fight the BRIMGETH. Turn to **17**.

137

Following the road North, you cross a bridge over a road and a river running side by side, before eventually arriving at another road running East-to-West. Will you:

Go East?	Turn to	**152**
Go West?	Turn to	**194**

138

Outside of the great halls, there is a marble slab lying on the ground. As Shinderg steps on it, the ground opens up, exposing the ancient burial ground of the gods. Turn to **132**.

139

Your power of Invisibility works well and you quickly weave between the ZOMBIES, avoiding all contact with their contaminated skin and then continue East along the passage. Turn to **182**.

140

The anti-world creatures are almost upon you, and so, your back to the great ice barrier, you prepare to fight.

Despite the bitter cold numbing your senses you realise that there are in fact only *two* creatures, each using Extra-Pergonian powers to project innumerable images of horror, the deception magnified by the distant sun casting holographic images at tangents from the wall of ice.

Focusing your mind on the truth of warriors past, you are able to distinguish between the two objects and their imperfect images. Even so you have to fight both monsters simultaneously.

The combined score of the two anti-world creatures is 12. If you defeat your attackers, turn to **10**.

141

Puzzled for a few moments, you consider the question.

When you have worked it out, turn to the section which has the same number as the answer.

142

Safely over the deadly pit, you continue East until you arrive at a small cavern brightly lit by a lantern in the centre. Turn to **126**.

143

You start out on yet another journey, tired but intent. As you progress nothing changes, no hint of life and no change of scenery, just more mountains.

You turn round and realise you have travelled a long way; you can no longer see the pit from which you climbed. Not concentrating, you nearly miss a concealed passage to the North, hidden behind a cluster of rocks. Will you:

Decide to investigate the passage?	Turn to	**196**
Decide to continue East?	Turn to	**108**

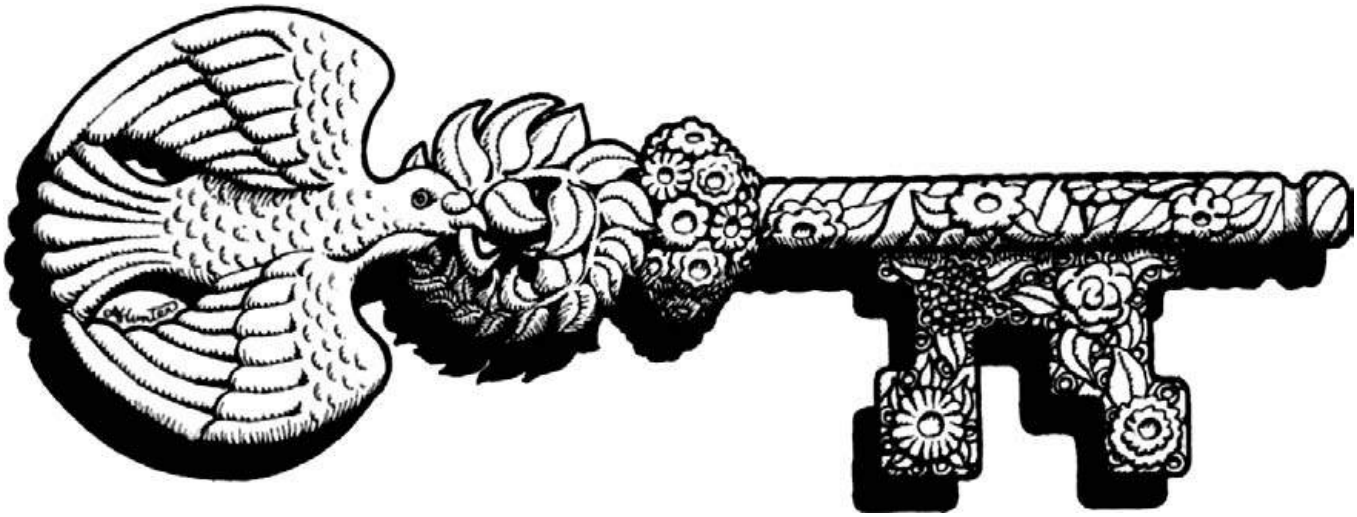
144

You approach the castle with caution. As you enter the courtyard, you can see the place is deserted. At the centre there is a stone slab inlaid with gold and jewels. Taking a closer look, a feeling of delight and satisfaction runs through your body – almost hidden amongst the sapphires and diamonds, you see the last quarter of the Key of Peace. The world will be saved.

Just as you retrieve the final part of the key, the stone slab shatters into a million pieces and a mass of (lames shoots from the ground. Once again that unique feeling of warmth and goodness overcomes you. You cannot see Shinderg, but hear his voice:

"You have done well in your long Quest. You have travelled to the four corners of the New World and faced trials beyond imagination. However, your task is not over yet. Remember my first words: you must return the whole Key to the tombs of the great forefathers. Because you have been brave, honest and true, I will be your companion for the final voyage."

Shinderg appears, this time as a Geo-Human. Together you leave the castle. Outside, there is a ship waiting in a small harbour ready to carry you to the Western sector. Turn to **113**.



145

As you slowly walk forward, carefully avoiding their absent gazes, they begin to close in on you like curious but dangerous wild animals. Their skin, withered and soft, falls about their feet as they move towards you, each menacing step, a step closer to your death. You know that any contact with their infected bodies will mean sure and painful death. Wanting to press on through the passage without delay, you decide to use your special powers. Can you use the power of:

Flight?	Turn to	**131**
Invisibility?	Turn to	**139**

No other powers will help you.

146

The tunnel to the West continues in a straight line for a while before turning North. Following the Northern tunnel you arrive back at the cavern at the end of the tunnel from GABORDEX. This time will you take the:

North exit?	Turn to	**160**
East exit?	Turn to	**107**
South exit?	Turn to	**91**

147

The fight did not test your skills to the limit but nevertheless you are a little tired so you rest a while before continuing South-East.

Looking back over your shoulder, you see that the anti-world creature has not died, but that some incredible evil power has enabled it to relive. Frightened by this strange happening, you hurry forward and after a while you come to a small cavern with a brightly lit lantern in the centre. Turn to **126**.

148

You continue South for a while and eventually arrive at a crossroads. Will you decide to go:

East?	Turn to	**21**
West?	Turn to	**191**
South?	Turn to	**32**
Back North?	Turn to	**173**

149

The passage turns East again and after a while turns North. A few paces further and you notice a small alcove in the wall just above your head. Feeling into the tiny space you retrieve a bright blue key and, thinking it may be of some use at a later time, you decide to take it along. As you continue, the passage turns East again. Turn to **187**.

150

Following the road South brings you to the Southern coast where a ship is waiting to sail to the Northern sector. Will you decide to:

Board the ship?	Turn to	**93**
Head back North?	Turn to	**156**

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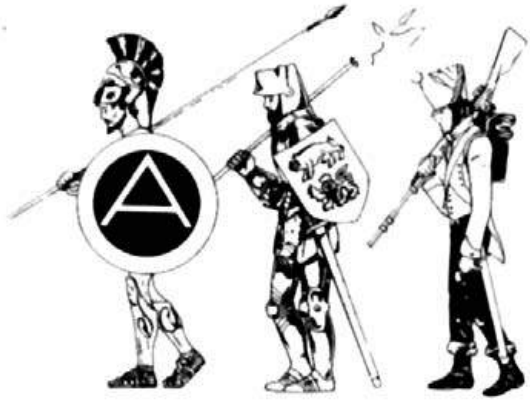

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151

Heeding her advice, you take the centre road South and eventually come across a huge gate. It is of strange construction and you see that its complex mechanics makes it impossible to open from the opposite side, though easy to open from this side.

You decide to open the gate, as you must try to reach the Palace of GABORDEX. Turn to **71**.

152

The road East brings you to a harbour where you may find transport to another sector. Turn to **40**.

153

The STYRONE CHALLENGER, made from pure Grigon and controlled by the underworld gods, attacks with great speed. Surprised and unprepared, you avoid the first plunge from its mighty sword and then quickly decide to:

Call upon your power of Flight?	Turn to	**158**
Call upon the gift of Zephone?	Turn to	**163**
Fight the mighty beast?	Turn to	**111**

154

You discover a solitary ship, masts and rigging ready for a long voyage. Strangely there is no one to be seen, no people, captain or crew. Walking across the gang plank, you find a note pinned to the cabin door with a human bone. It reads:

"This is the ship of mystery guided by the life lights of invisible Gods. It will take you anywhere in the New World if you can answer one question . . .

'You play with a cube, often used,
Six different faces telling a different story.
You may now be a little confused,
But answer correctly, or end your bid for glory.
Two opposite faces will add to the same,
And this is the way to seek.
Say it wrong and you travel in vain,
Answer now, let me hear you speak'."

When you know the answer, turn to the section which has the same number.

155

The PALESTRIAN GORG has no skin, just a pure white skeleton frame protecting its vital organ pumping blood to its exposed arteries. Each vein and tangled web of muscle steams like a freshly slaughtered beast. Without much time to think, just as the GORG raises a giant axe, will you:

Call upon your power of Enchantment?	Turn to	**179**
Call upon your power of Flight?	Turn to	**171**
Decide to fight the GORG?	Turn to	**112**

156

As you follow the road North you pass another road which heads towards the East coast. Deciding not to follow the East road you continue North. Turn to **137**.

157

Following the road South you cross a bridge over a road and a small river, before arriving at a junction, one road heading East, the other continuing South. Not wanting to leave the road you are on, will you decide to:

Turn back North?	Turn to	**137**
Continue South?	Turn to	**150**

158

You rise into the air – but too slowly to avoid another blow, and you are wounded slightly. Lose 2 Strength points. The next blow is well out of range and you escape over the top of its head. Turn to **55**.

159

You are now a little puzzled at the number of roads but you still journey forward, East, then turn North under a bridge until you come to a Western turning. Following this road you arrive at another junction. One road goes straight ahead, the other South. Will you take the:

South road?	Turn to	**42**
West road?	Turn to	**56**

160

You move out of the cavern, going North before turning East. As you turn, you notice a key ring, almost hidden behind a clump of rocks. The keyring is full of identical green keys. (You may take one if you think it might be useful.)

Continuing East you arrive at a junction and decide to go:

North?	Turn to	**75**
East?	Turn to	**14**
South?	Turn to	**123**

161

You take a few steps back before surging forward. Using your great powers of Strength you leap over the deep crevice landing safely on the other side, only inches from death. Turn to **69**.

162

The road West brings you to a junction with a road running North-to-South. Will you now:

Head North?	Turn to	**137**
Head South?	Turn to	**150**

163

You praise the Goddess Zephone, for her magic works well, turning the STYRONE's sword into jelly. Disarmed, the STYRONE is harmless. You cast a second spell, and the STYRONE evaporates before your eyes. Encouraged, you press on East. Turn to **55**.

164

Its first blow is lethargic, but potentially fatal. You easily dodge its powerful limbs, but how do you defeat such a creature?

The STONEMAN has a Strength score of 6. If you win the battle turn to **95**.

165

The KORTEX has a Strength score of 6. You must fight it to the death to continue. If you win, turn to **183**.

166

A little concerned about your predicament, you search the cabin hoping to find a sextant or other navigational tool in order to estimate your position. Stumbling across the old Captain's chest you come across a strange bottle – the shape of a snake, its mouth filled with a silver cork. You open the bottle, unknowingly freeing the Genie God of the Seven Seas.

It appears as a grey statue, supported on a mermaid-like tail: "Stranger," it intones, "I am grateful to you for freeing me from eternal confinement – for which I am able to grant you one wish. Be careful in your choosing". Thinking you are lucky, will you:

Wish to go to the Northern sector? Turn to **189**
Wish to go to the Southern sector? Turn to **52**

167

Following the road, you are disappointed when you arrive back at the first gateway on the centre road. You know you cannot pass through from this side so you turn around to try again. Turn to **71**.

168

The spell quickly cast, the STONEMAN turns into a pile of dust. Although an easy spell to use, your magical powers become depleted. Turn to **95**.

169

Walking on, you come to yet another junction. One road West, the other carrying on Northwards. Will you go:

North? Turn to **167**
West? Turn to **178**

170

You exchange the golden collar of the CORYPLEX for a map showing the way to the passage to the Northern sector where you should find the final quarter of the Key of Peace. Turn to **172**.

171

You rise into the air, but the axe catches your arm with the first blow. Lose 1 Strength point. Slightly wounded, you fly above the GORG and continue East in search of the last quarter. Turn to **103**.

172

Three-quarters of the key safely in your possession, there is still a long way to go. After consulting your map, you see that there is a secret tunnel to the Northern sector. It was used by the Eastern smugglers in the olden days – so it may be dangerous.

You find the tunnel in the palace grounds. It is cold and dark and, having no lantern, you continue in darkness. You travel for a very long time clinging to the old stone walls, Northwards.

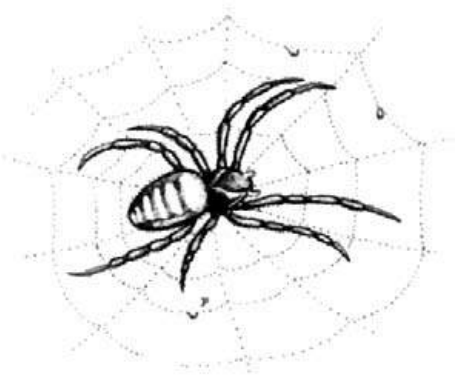
The passage turns West and then back North before finally turning East. You estimate that by now you must be somewhere West of the Northern sector.

As you look ahead you see a faint glow in the distance, so more determined you press onward. The faint glow becomes brighter and you find the route now well lit by small fires burning in skulls scattered about the floor. Turn to **122**.

173

The passage North brings you to another junction. Will you decide to:

Turn East? Turn to **188**
Carry on North? Turn to **134**
Go back South? Turn to **148**

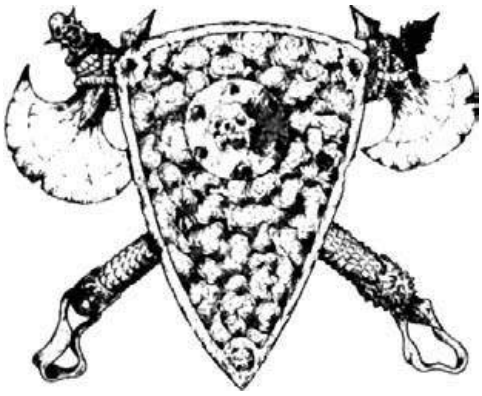


174

It is twice your size and at least eight times your weight. Each limb crunches as it moves. Clumsy joints grind like mill-stones as it comes towards you. Can you defeat the man of stone? If you:

Decide to fight – turn to **164**

Decide to use your gift of Zephone – turn to **168**



175

The ship docks, and you make your way down the gang plank onto the bustling quay. The inhabitants of the Southern sector are all HEADLEGGERS.

Their facial features are Geo-Humanic in appearance, but where there were once ears now sprout two long legs. Ignoring the strange creatures, they also ignoring you, you make your way through the docks and town to the Southern suburbs, where you meet one of your own race from the Western sector. She tells you of news from the capital, relating stories of civil war and furthering crisis.

Knowing your quest is now even more urgent, she tells you to take the centre road South, which will take you to the palace of GABORDEX, who has the third quarter. Turn to **151**.

176

Moving more swiftly, with renewed confidence you travel further East only to find your route blocked by a deep crevice – a natural fault in the rock structure. Considering your situation you decide it would be possible to use your power of Flight or, alternatively, attempt to leap across using your great powers of Strength. Will you:

Use your great Strength?	Turn to	**161**
Use your power of Flight?	Turn to	**193**

177

The tunnel East is well lit, but cold and damp. After travelling a short distance, you hear a noise to your left. Turning quickly, you are just in time to parry a blow from a KORTEX; a creature of the earth, it can appear and disappear at any time, silently but deadly. Turn to **165**.

178

The road goes West and after a while turns South again. Following the road, you come to another one-way gate. Once again you decide to go through, and on the other side there is another junction, South and East. After considering your task you decide to:

Continue South?	Turn to	**12**
Go East?	Turn to	**181**

179

As usual, your power of Enchantment reacts quickly and the axe blow slows to a halt just above your head. The GORG behaves like a friendly pet, and you put it to sleep before continuing on your journey. Turn to **103**.

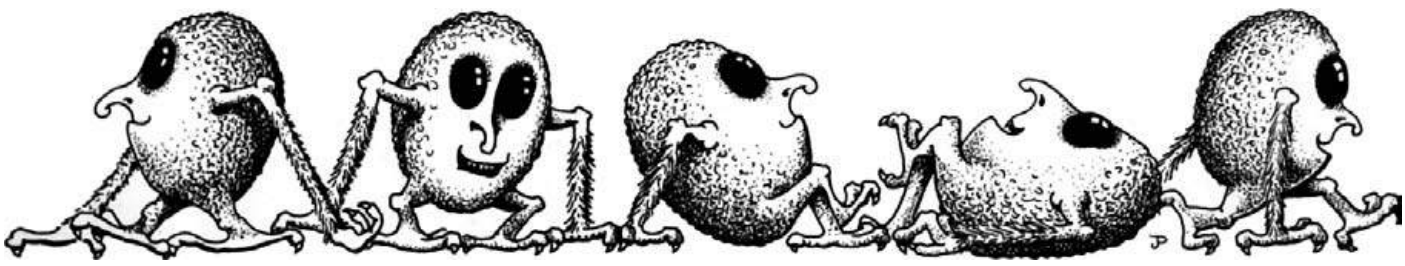
180

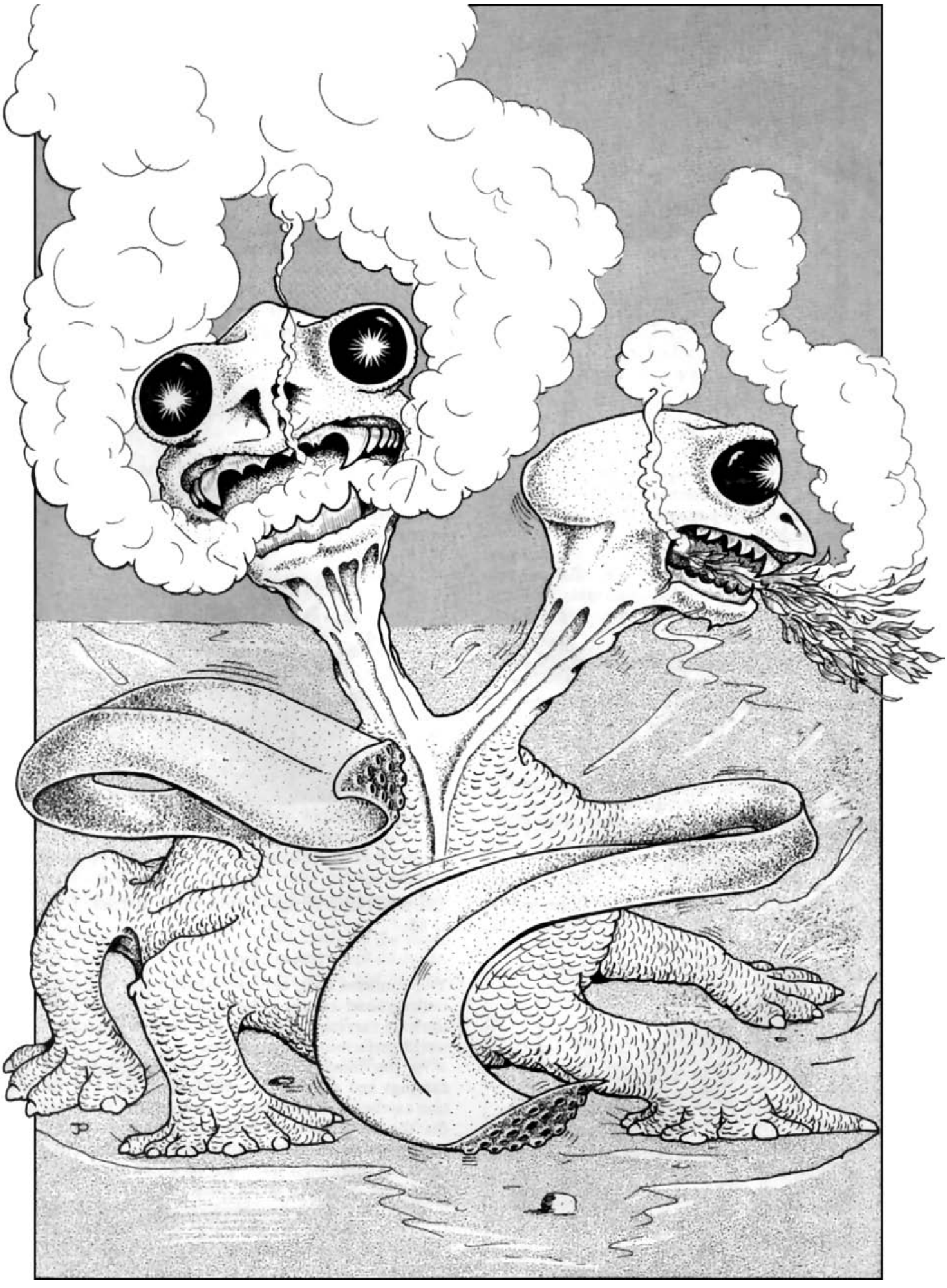
Shortly after setting off you see a small harbour barely visible beyond the brow of a distant sandbank. Quickening your pace you speed forward meaning to reach it before sunset. As you approach you realise your mistake. The sandbank shudders before opening up into a shallow pit, revealing a slimy green creature supporting two heads upon its tree-like neck. Spontaneous bursts of fire erupt from each mouth, momentarily obscuring its green mass among the clouds of red and yellow fumes.

Ducking and diving, weaving and turning, you avoid the barrage of deadly heat with each burst getting closer. As you move in closer, you see that the creature is slow and dim-witted, so, seizing your moment you make a desperate dash forward, driving your sword through the creature's heart.

You have successfully won a battle without losing any Strength. Turning your thoughts to the task ahead you make your way towards the small harbour where you see a road which heads due West. You decide to rest for a while. In the morning light, will you:

Investigate the harbour?	Turn to	**40**
Take the road West?	Turn to	**133**





181

Travelling East for a short distance, you come to a sharp corner heading South. Continuing to follow the road, you go under a bridge, and after going further South then turning East, come to another junction. Turn to **53**.

182

Once again you begin to feel tired so you rest for a while, gaining 5 extra Strength points.

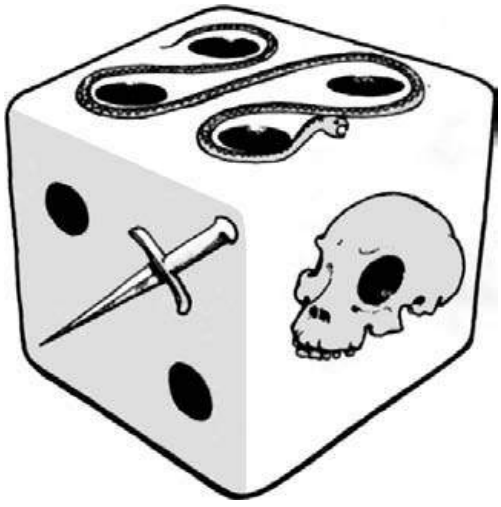
Refreshed, you move further East until you reach another junction. One passage to the North and one to the South. Will you:

Take the North route?	Turn to	**125**
Take the South route?	Turn to	**149**

183

Battle weary, you continue East until you arrive at a cross-junction. All the passageways look familiar. Before making up your mind which way to go, you turn round – the KORTEX's corpse has disappeared. Will you now:

Carry on East?	Turn to	**21**
Turn North?	Turn to	**173**
Turn South?	Turn to	**32**



184

This time, back in the great halls, you take a little longer before making up your mind. Will you now take the:

East exit?	Turn to	**47**
South exit?	Turn to	**33**
West exit?	Turn to	**65**
North exit?	Turn to	**27**

185

Taking the North-bound road, you come across a road to the East; your pathway North is blocked by a wooden barrier, so you go East. Turn to **181**.

186

The road North brings you to another harbour. Turn to **40**.

187

You continue East, and eventually arrive at a large underground cavern. The walls are covered with intricate carvings, depicting the Gods of the underworld performing magical rites.

As you move round the cavern, looking at the carvings and reading the inscriptions, one inscription catches your attention. It reads: "The Gods say that the key to the key is three keys from seven keys."

You see, as you move round the cavern, that there are three more ways out – any of which might take you to the Northern sector. Will you:

Take the Northern exit?	Turn to	**11**
Take the Southern exit?	Turn to	**88**
Take the Eastern exit?	Turn to	**177**

188

You travel East through a narrow passage before coming to a crossroads in the underground maze. Will you:

Turn back?	Turn to	**63**
Continue East?	Turn to	**24**
Turn North?	Turn to	**62**
Turn South?	Turn to	**18**

189

The Genie informs you that it would be very unwise to go to the Northern sector but because he has granted you one wish, you must forfeit all your Low-Order Powers in order to change the direction of the ship. Will you now:

Decide to stand by your first wish and go to the Northern sector? If so, turn to **92**.

Decide to forfeit your Low-Order Powers in order to go to the Southern sector? If you want to do this, turn to **52**.

190

The road North brings you to a junction, one road heading West by the side of a river, the other continuing North. You decide that West is not the way to go, so will you head:

North?	Turn to	**186**
Back South?	Turn to	**22**

191

You are disappointed to find that the tunnel to the West brings you back to the underground cavern at the end of the passage from GABORDEX. This time, will you take the exit:

North?	Turn to	**160**
South?	Turn to	**91**
East?	Turn to	**107**

192

Weightless, you rise into the air, higher and higher until you are almost floating into the clouds. The mountains below seem like small pebbles scattered on the ground. You can just make out the canyon running to the East. It was a wise decision not to follow it.

To the West, there is a small castle by the coast and a number of ships passing in and out of a tiny but busy harbour. You decide to fly down and investigate. Turn to **144**.

193

You fly over the deep crevice with ease, landing safely on the other side. Turn to **69**.

194

Following the road West, you arrive at a large lake. You have been travelling for a long time so you decide to rest and drink. It is a mistake. The water has been poisoned and unless you have the power of Self-healing, you will die.

If you have this power, you must use it now and then return West to the junction. Then, will you:

Take the road East?	Turn to	**152**
Take the road South?	Turn to	**157**

195

A step closer to the lantern, and you are suddenly surrounded by a blanket of blinding light. Your body becomes part of time itself. You are space. Seconds or hours pass, you sense movement.

The light fades as quickly as it came, leaving you standing on the old halls where you began your journey. Turn to **184**.

196

The passage North brings you to another canyon running East-West. Looking to the East, there is not much to see, but more mountains. To the West, the canyon is much wider and you can just make out a small building in the distance. As you get closer you realise it is a small castle. Turn to **144**.

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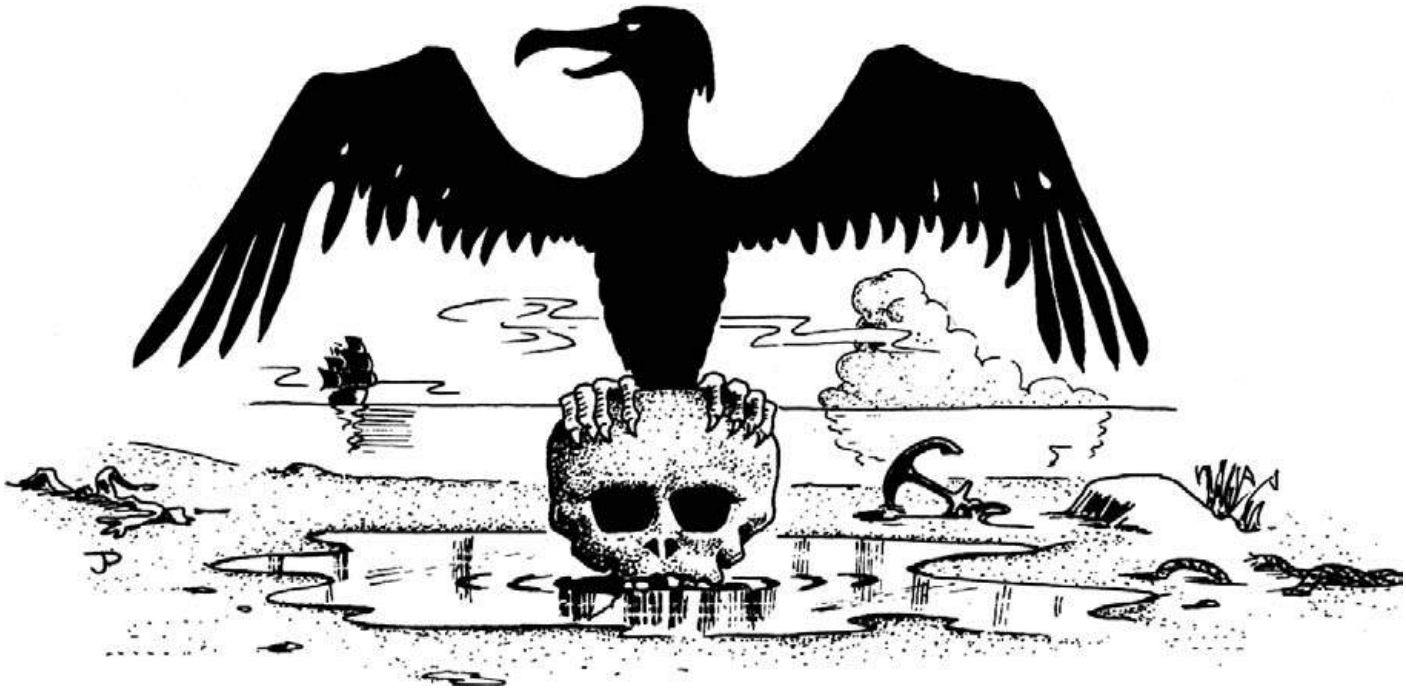

197

As you use your power of Invisibility, you seem to evaporate into thin air. The BRIMGETH, unable to see you, cuts furiously with his axe as you drift past him. As the BRIMGETH's tigerish roars fade behind you, and you again become a visible Geo-Human, Shinderg reappears. Turn to **117**.

198

"The Gods will forever be in your debt," Shinderg tells you, "as will the people of the New World."

But Shinderg's voice is weak, no longer the commanding voice of a God.

As you pass over the Key, Shinderg once again speaks:

"There will be peace in the world. You have been a great warrior, and I know you will continue to fight evil, protecting the weak and upholding the values of the Great Western Warriors of the past."

As the last word passes his lips, his body floats into the air and drifts over to an empty golden casket where it comes to rest – in Shinderg's Tomb. Turn to **199**.

199

Your Quest over, you feel relieved. It has been a long journey, a Quest that will be remembered for many years to come. Despite your injuries and weariness, you find that you are already looking forward to new challenges, unknown enemies, and unexpected puzzles and traps.

You feel great sadness also, knowing that Shinderg can no longer help you in any Quest. But his memory, and the proud badge of the Brotherhood that you wear on your left shoulder lifts your spirits. Turn to **200**.

200

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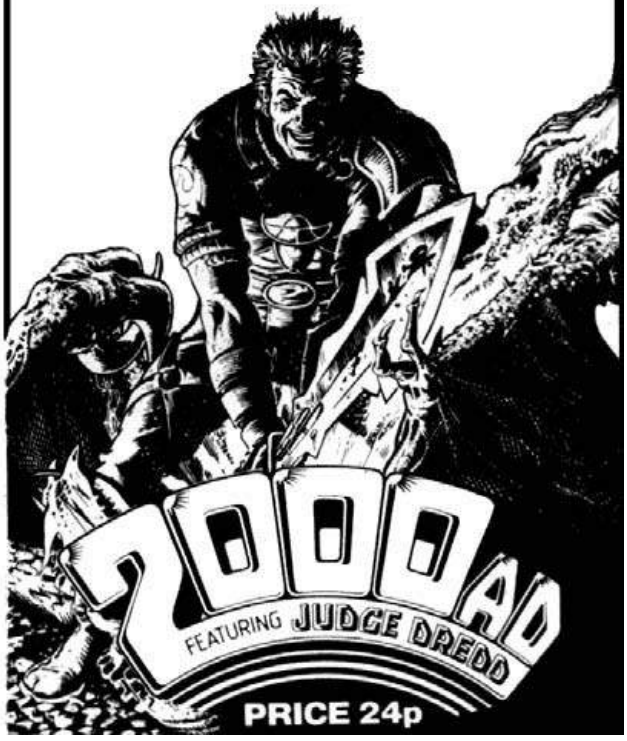

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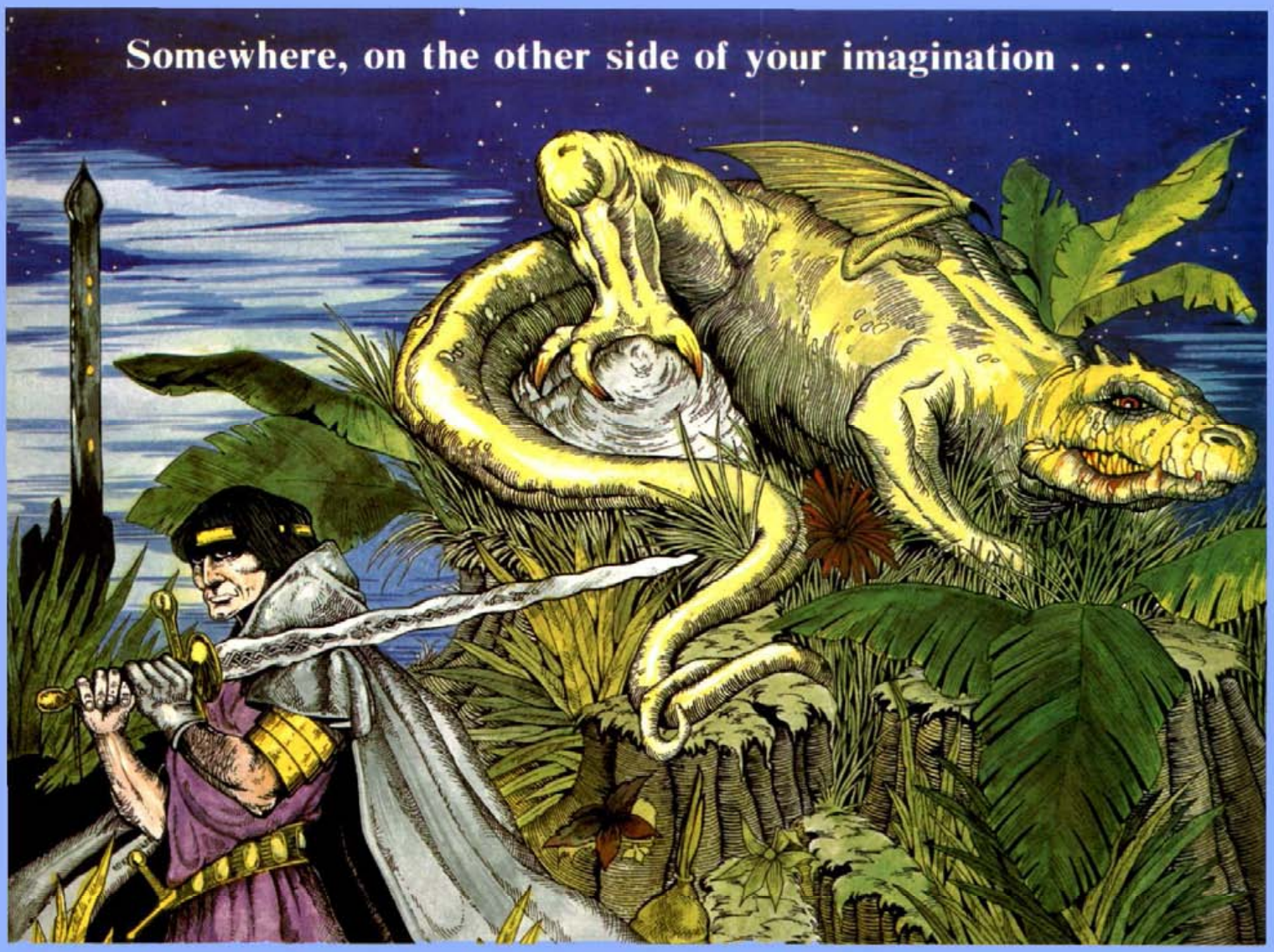

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